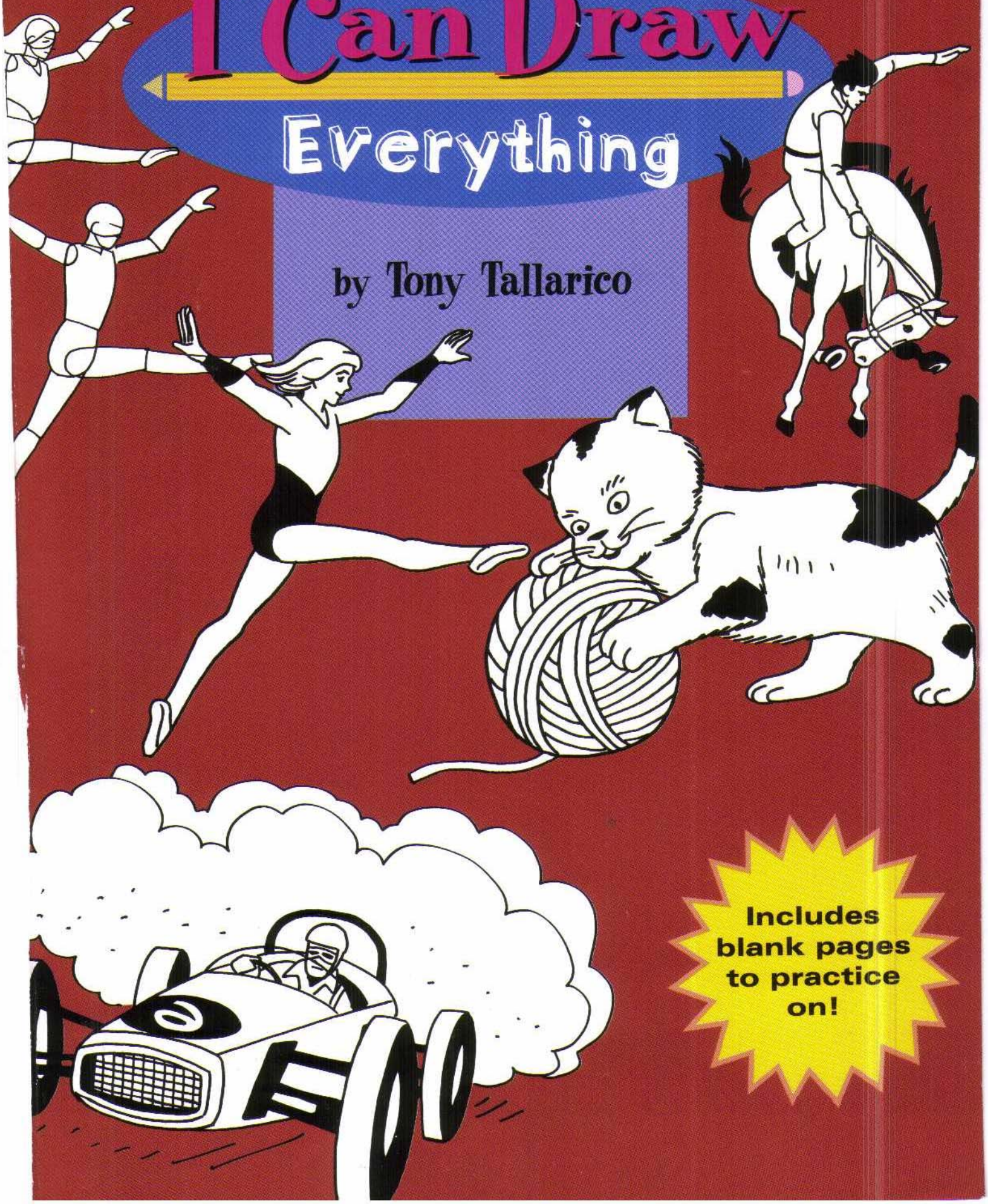
VISIT…

The Giant I Can Draw Everything

by Tony Tallarico



Includes blank pages to practice on!

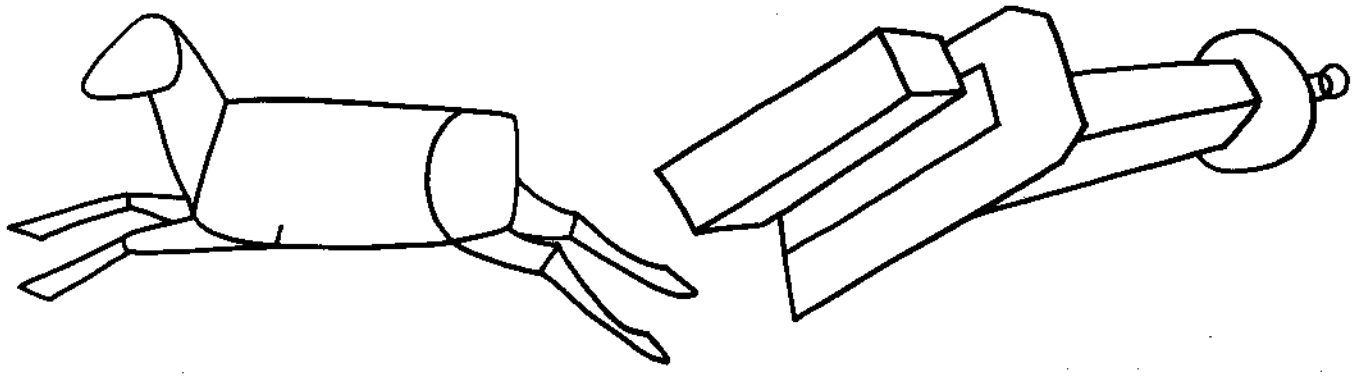
I Can Draw Everything

by Tony Tallarico

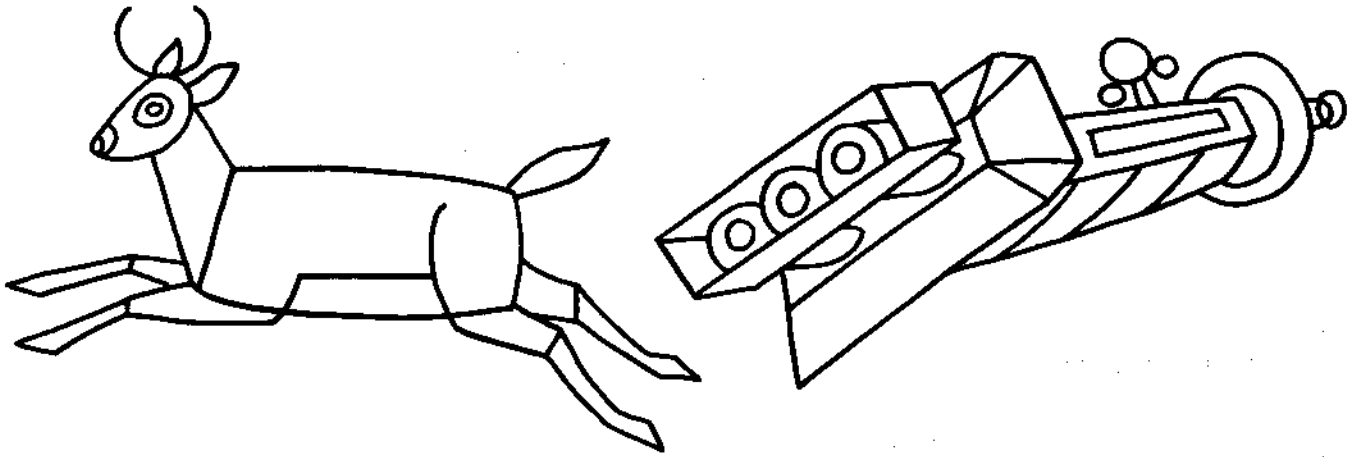
Little Simon

ALL-PURPOSE TIPS FOR DRAWING EVERYTHING

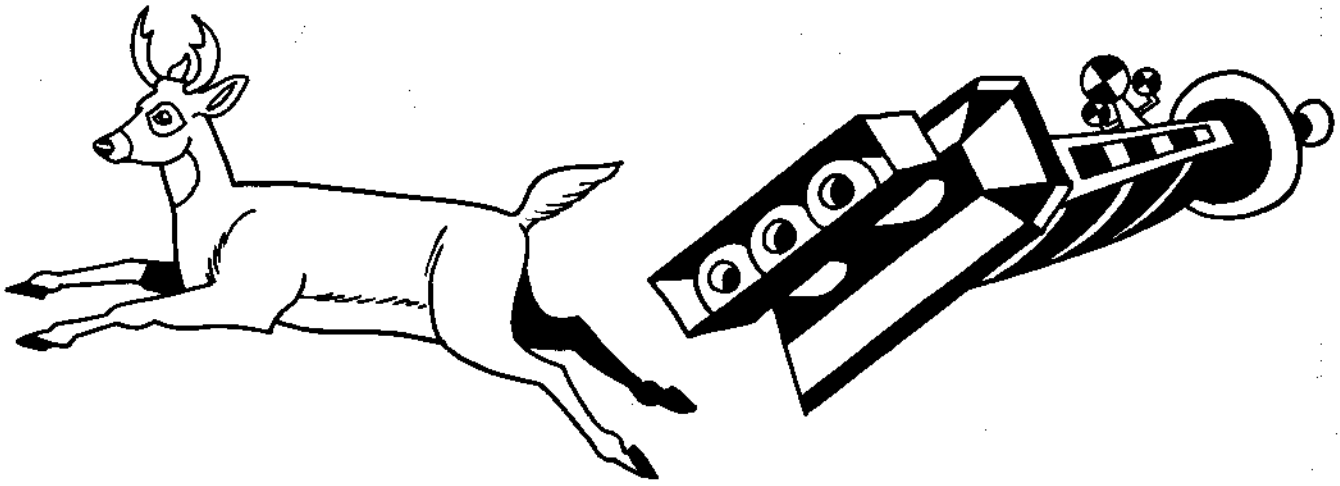
1. Always draw the overall shapes first.



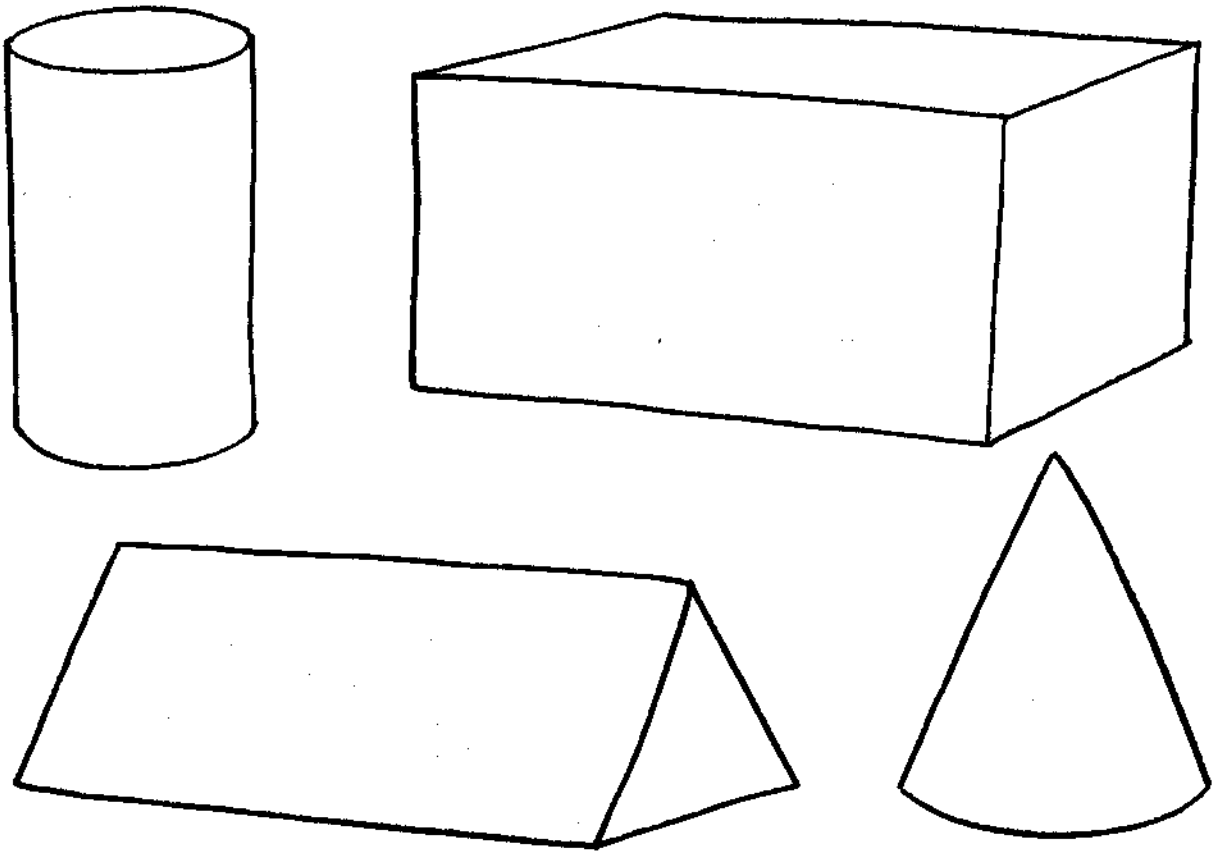
2. Don't be afraid to draw one shape through another. Erase guidelines.



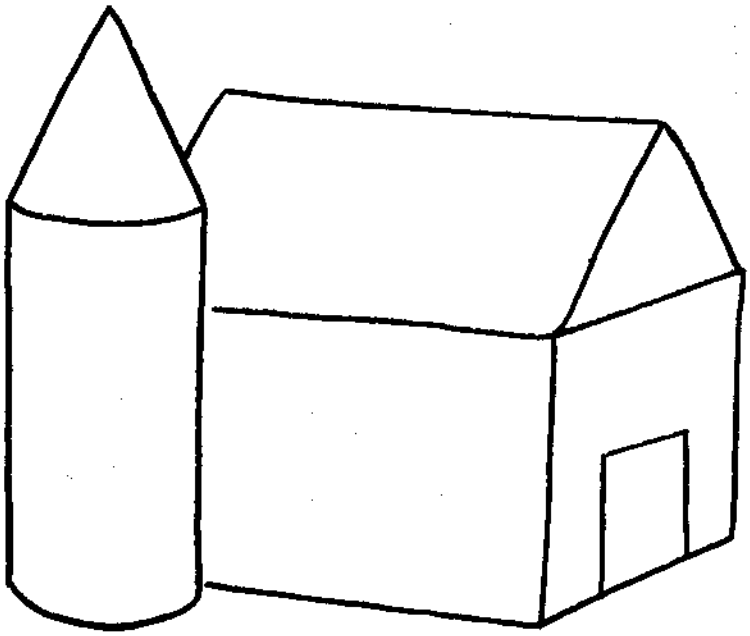
3. Add details only after the basic shapes are completed.



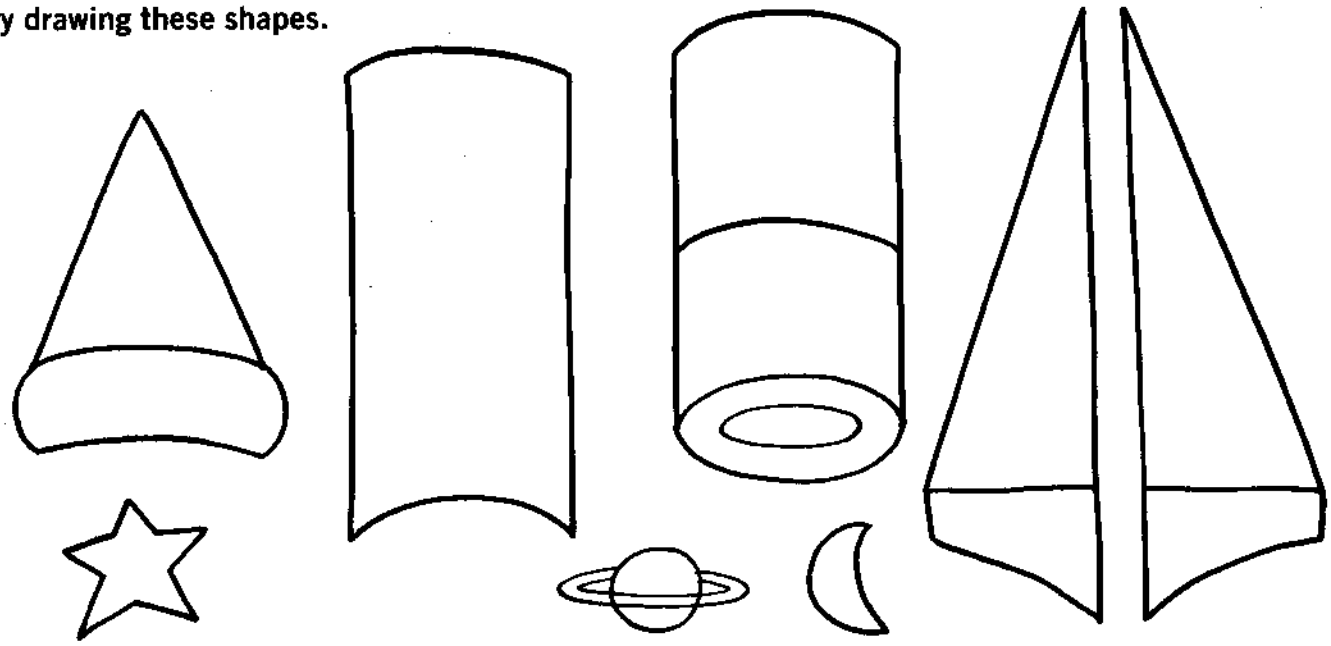
First practice drawing different shapes.



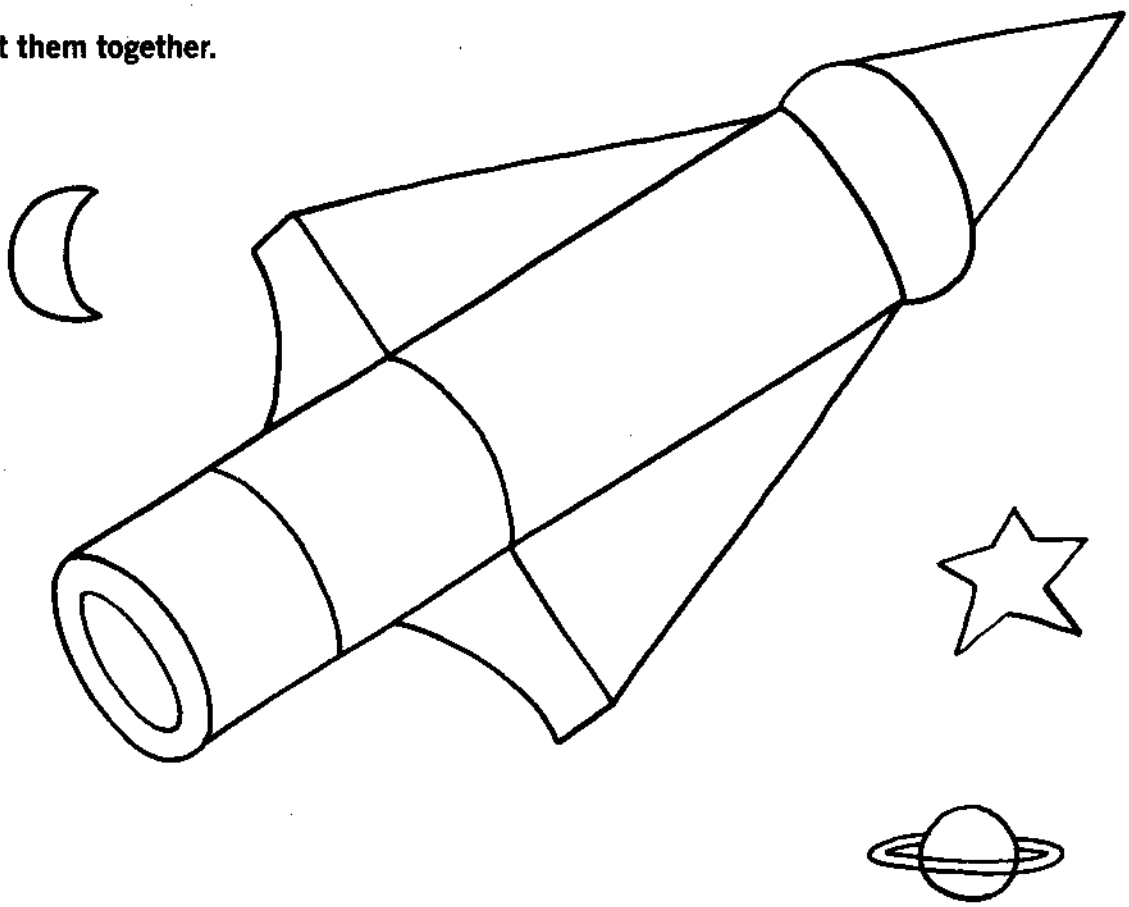
Then draw the shapes together.



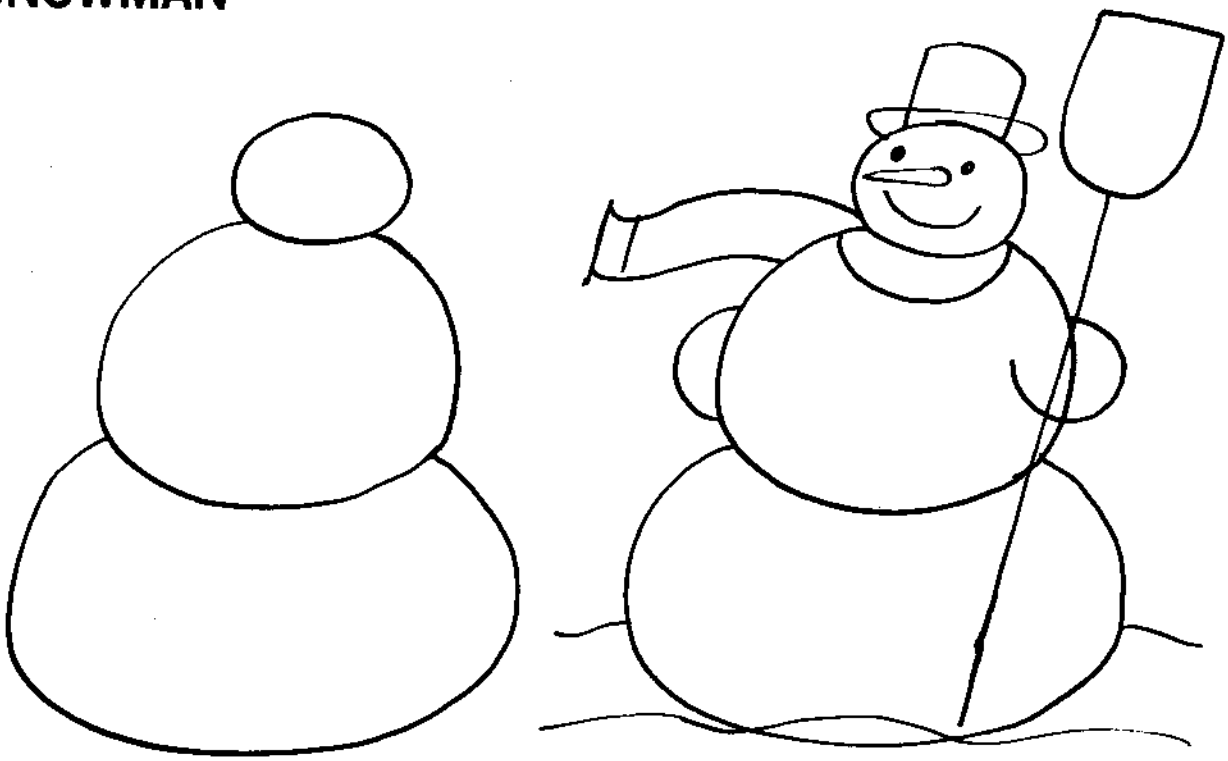
Try drawing these shapes.



Put them together.

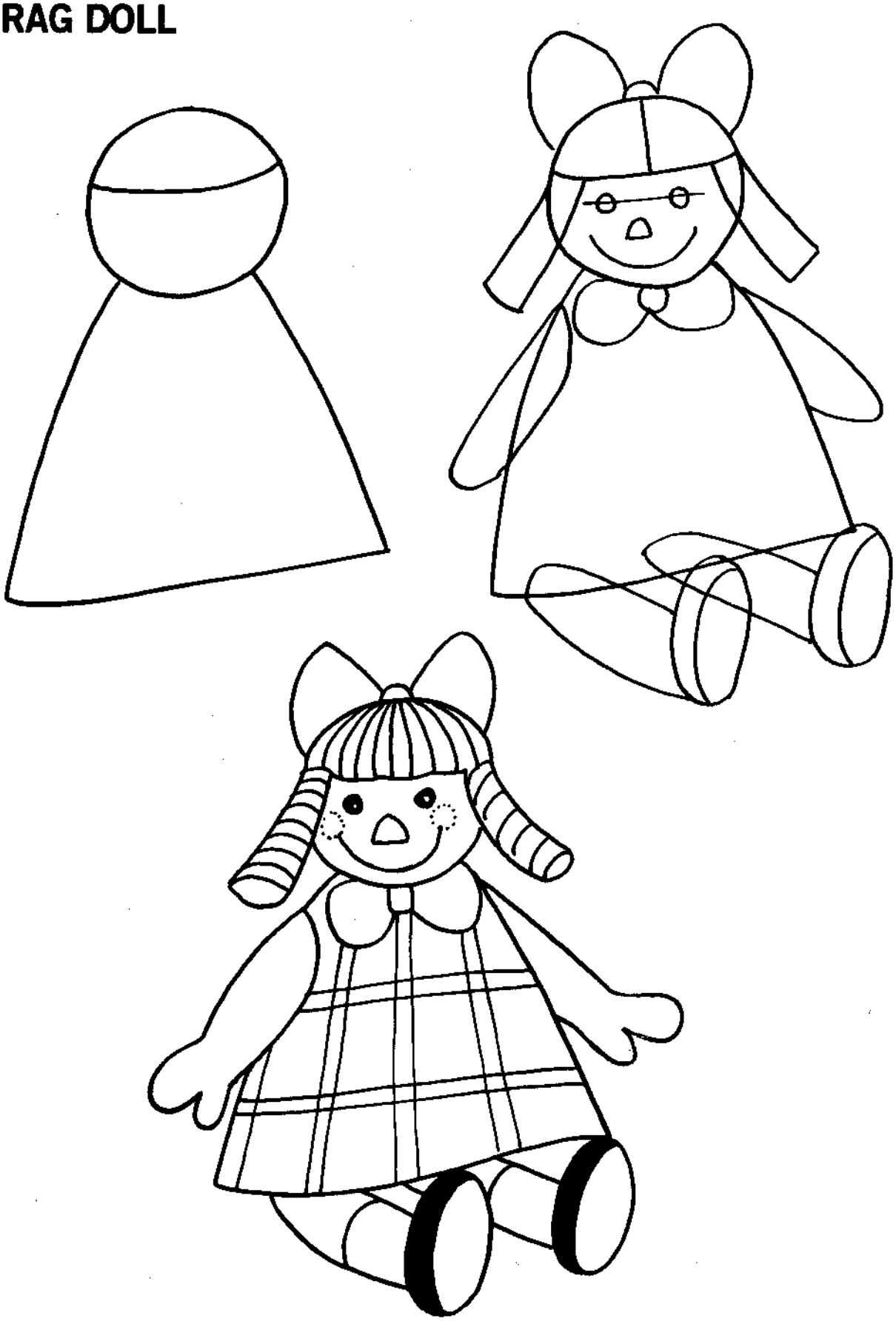


SNOWMAN



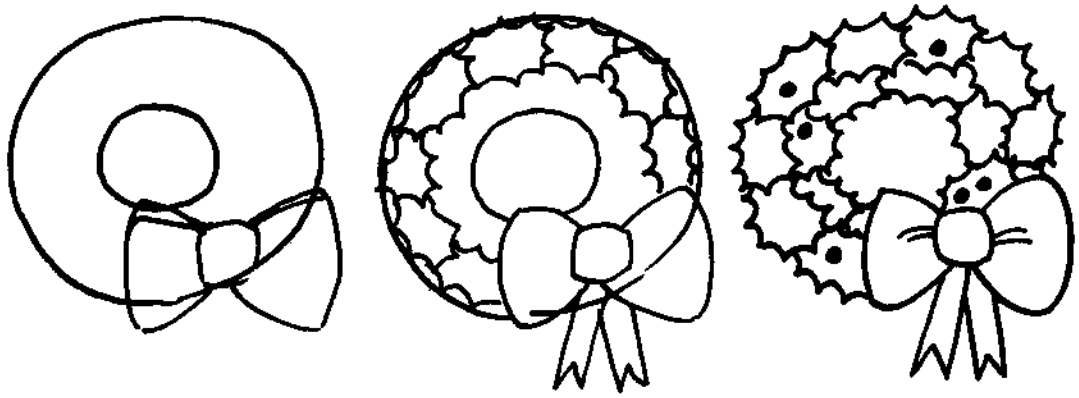
Add a few snowflakes.

RAG DOLL

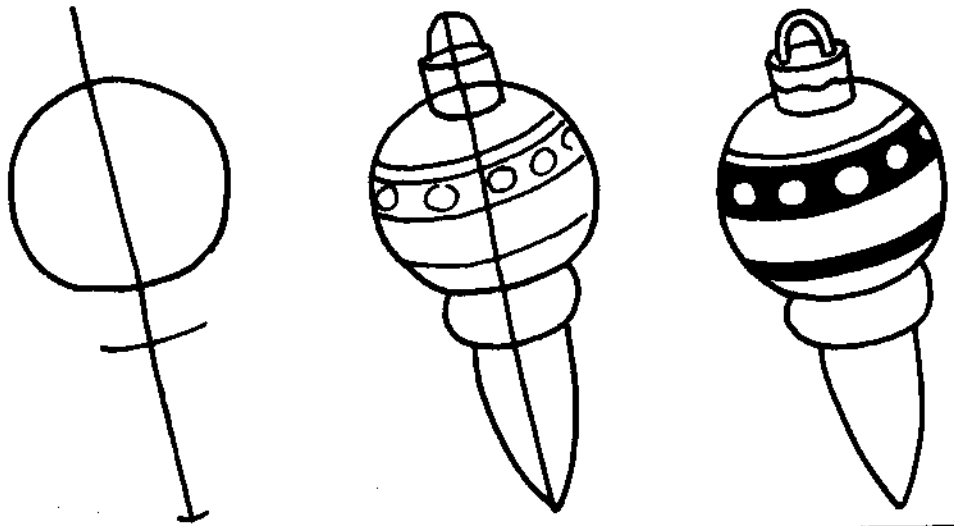


CHRISTMAS DECORATIONS

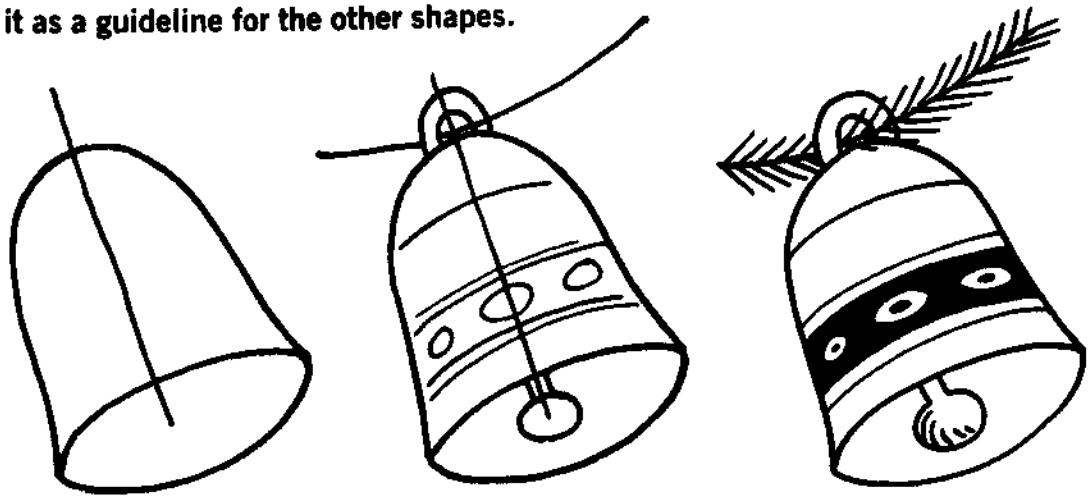
1. Use the outside circle as a guideline for the leaves.



2. Draw a straight line down the center of the ball and bell.

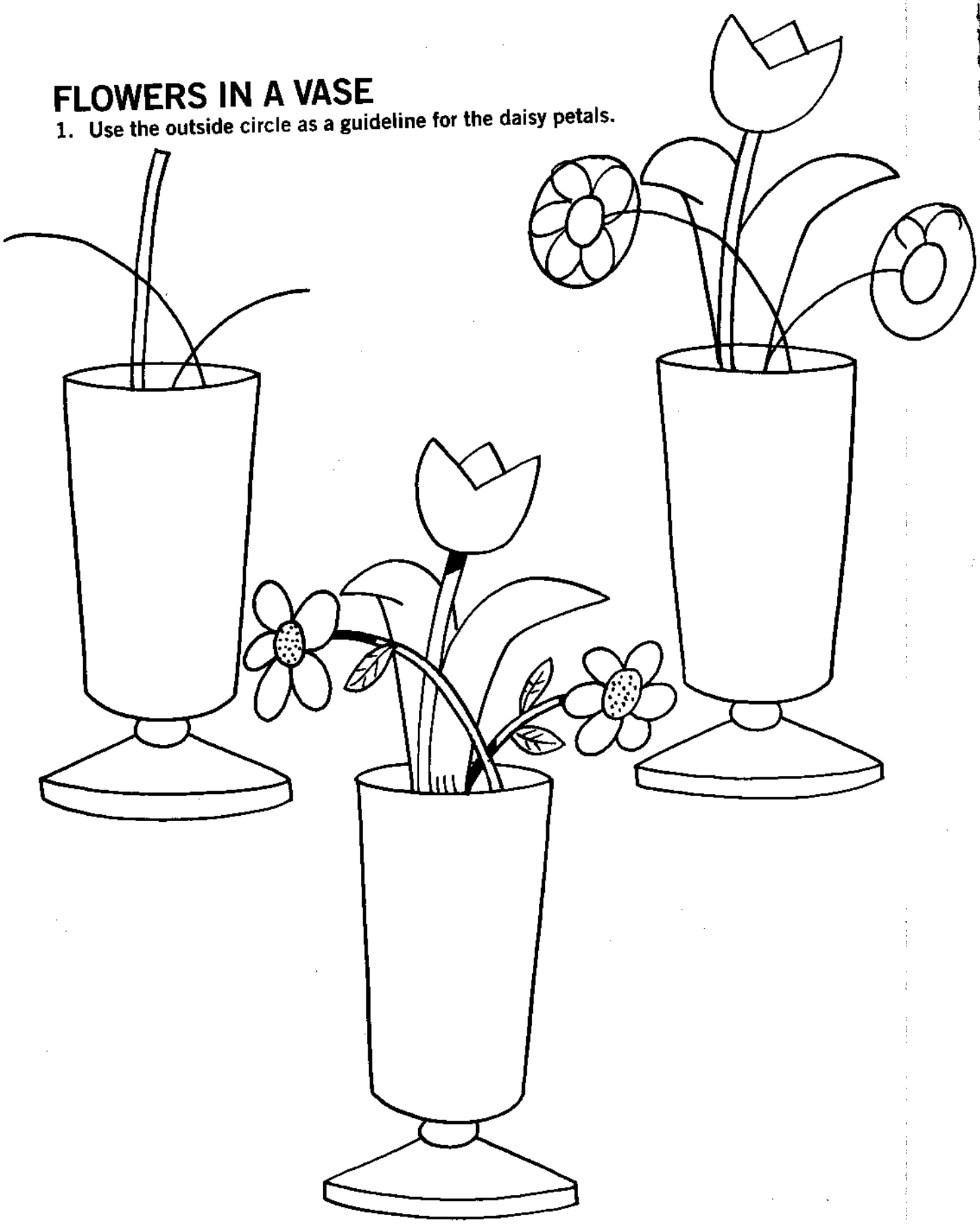


3. Use it as a guideline for the other shapes.



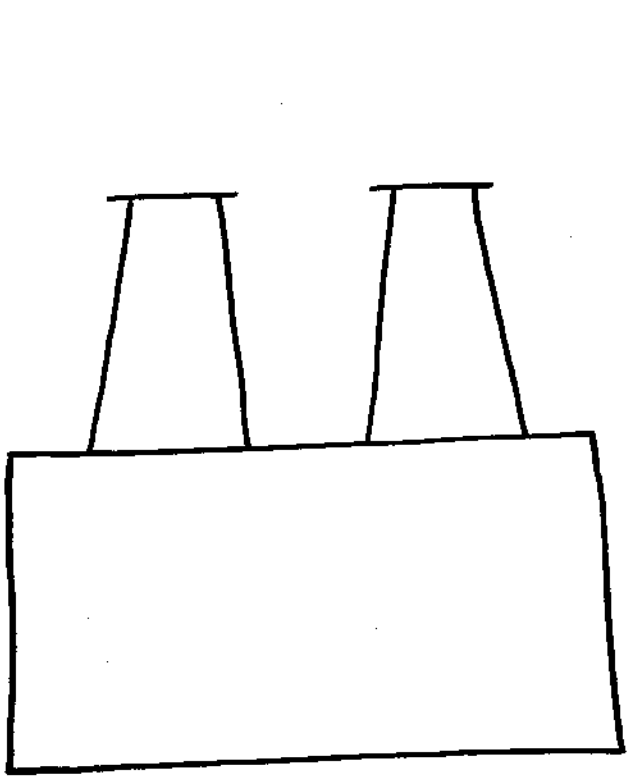
FLOWERS IN A VASE

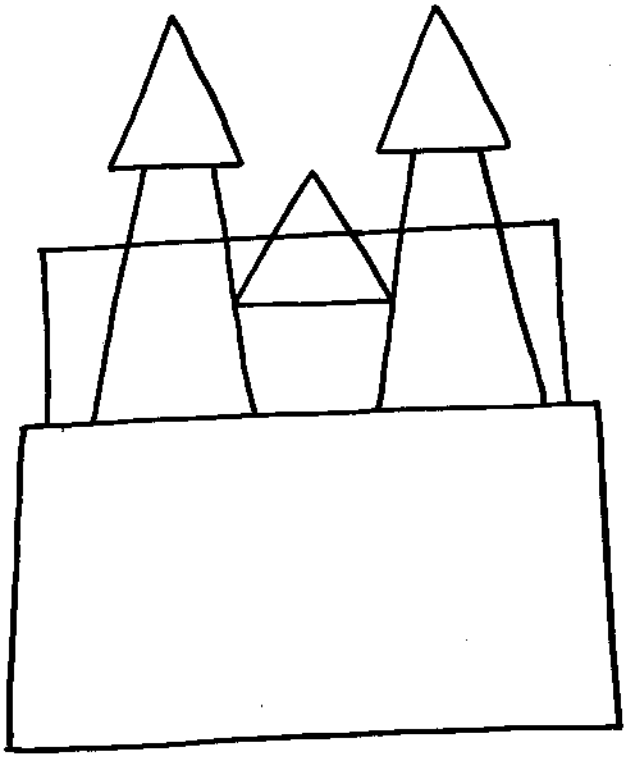
1. Use the outside circle as a guideline for the daisy petals.

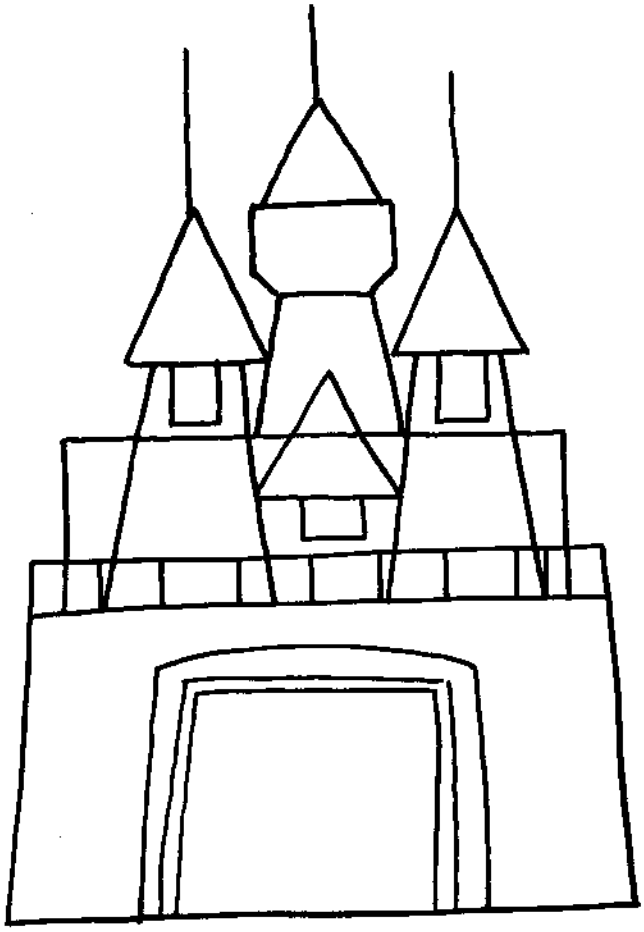


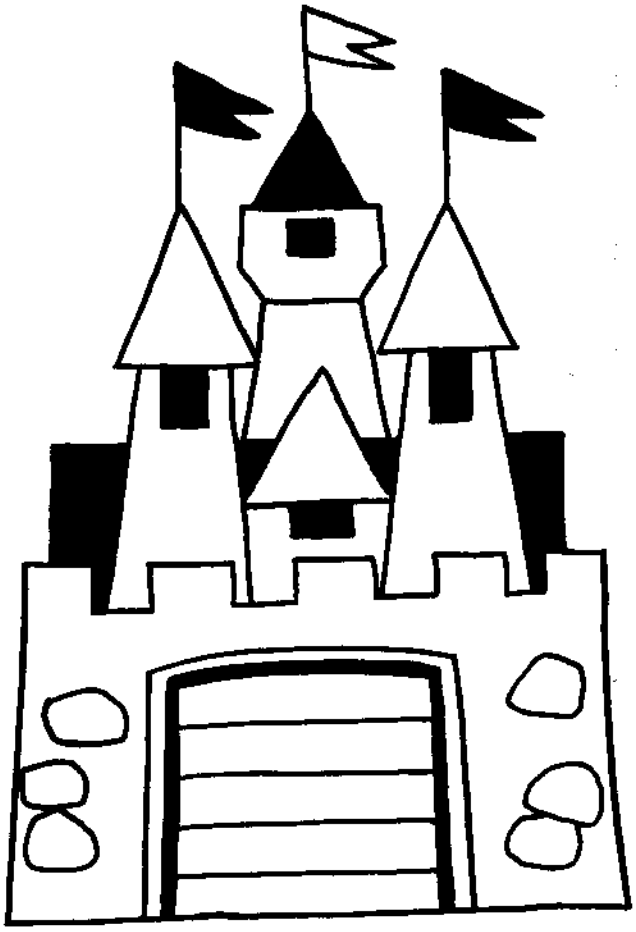
2. Decorate the vase yourself.

CASTLE

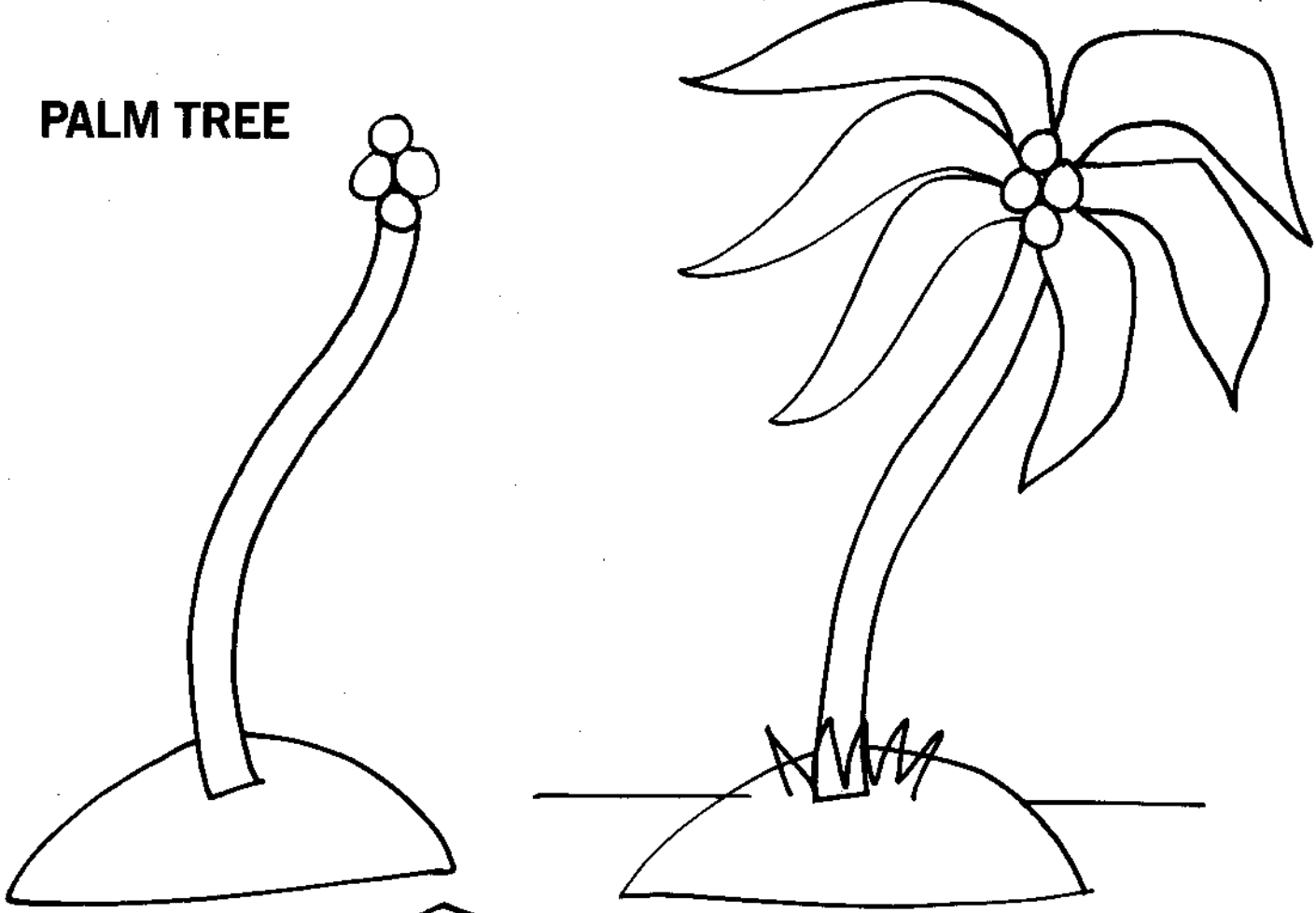


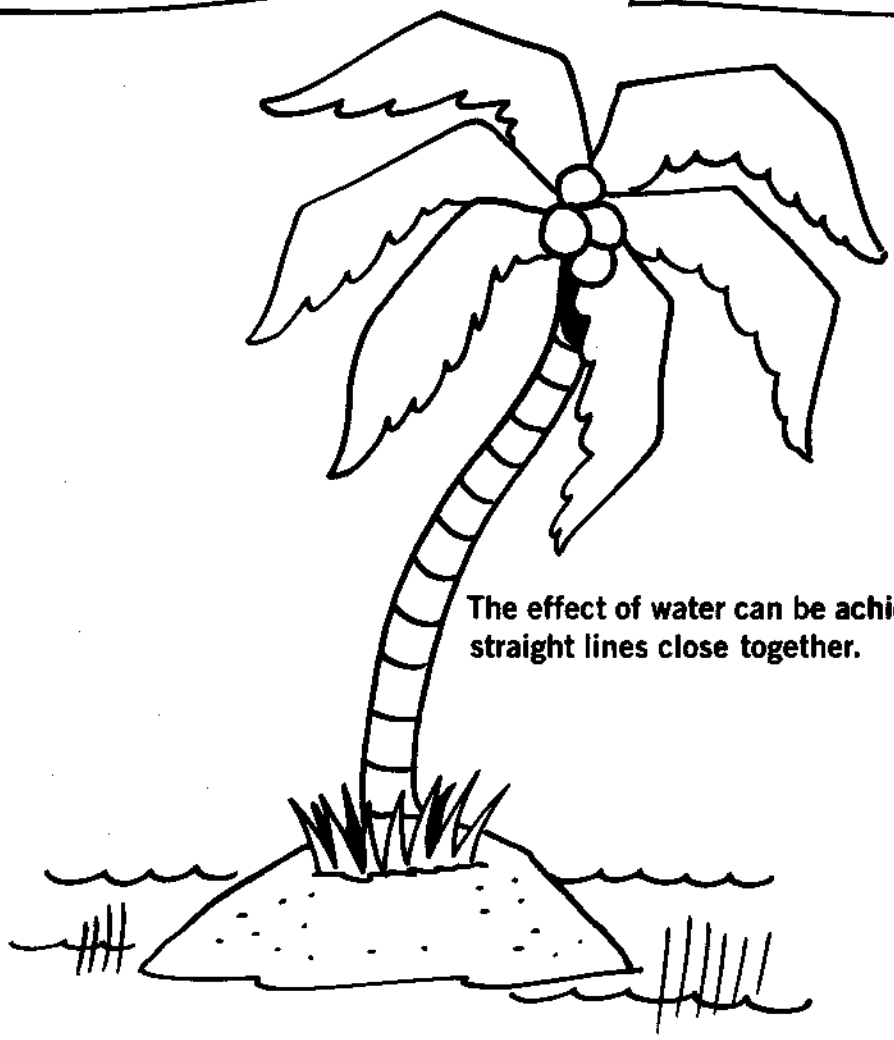






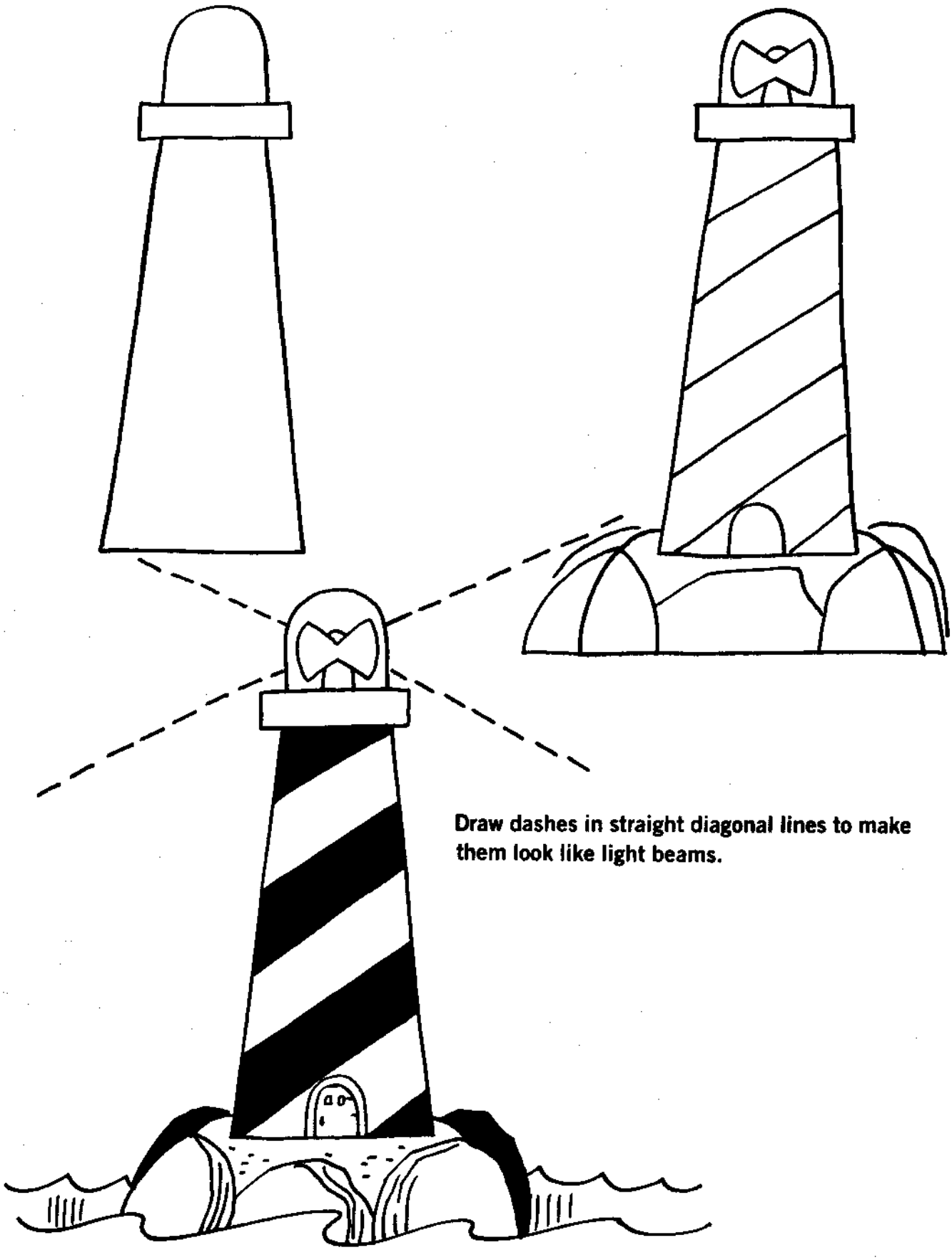
PALM TREE





The effect of water can be achieved by adding vertical straight lines close together.

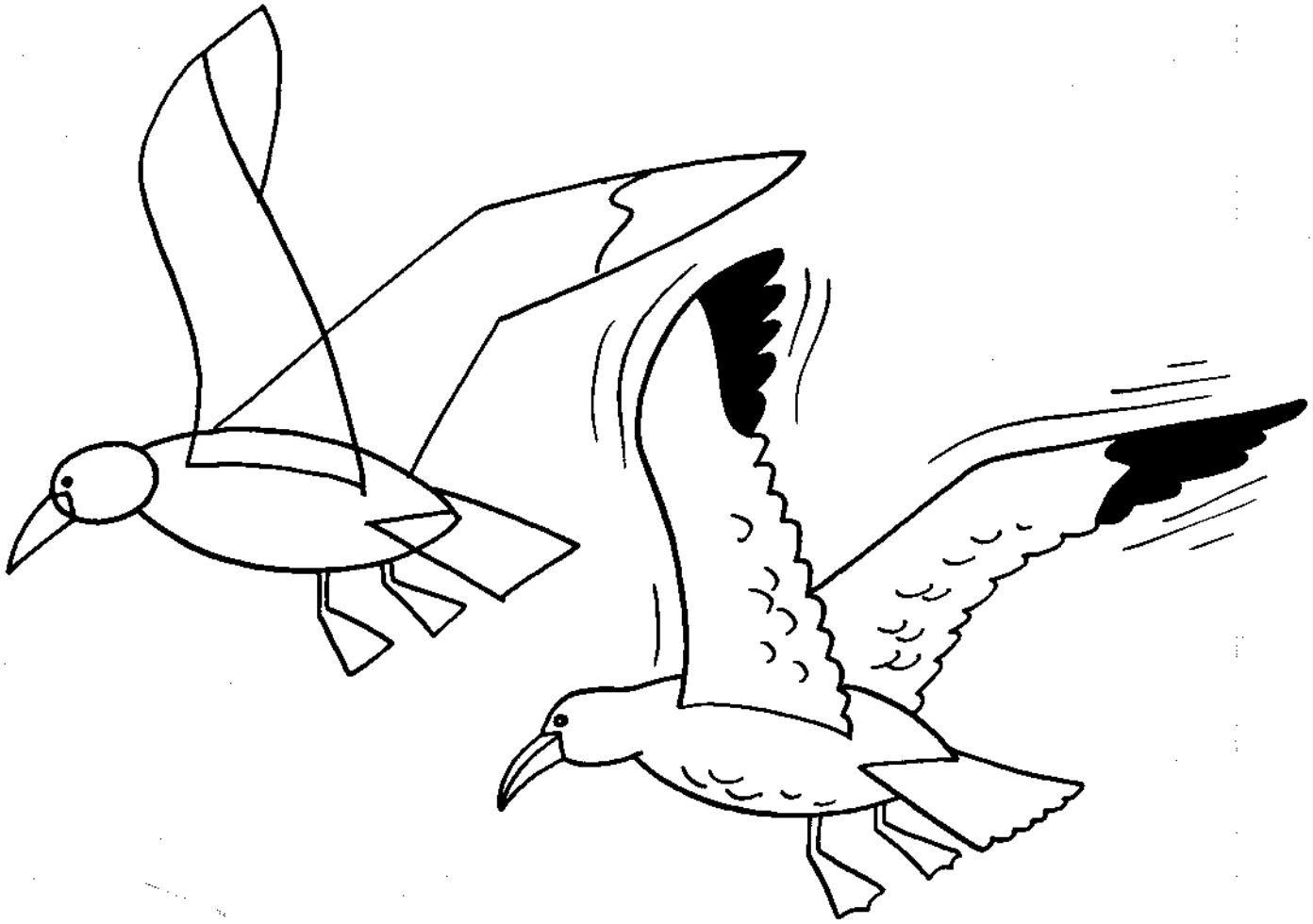
LIGHTHOUSE



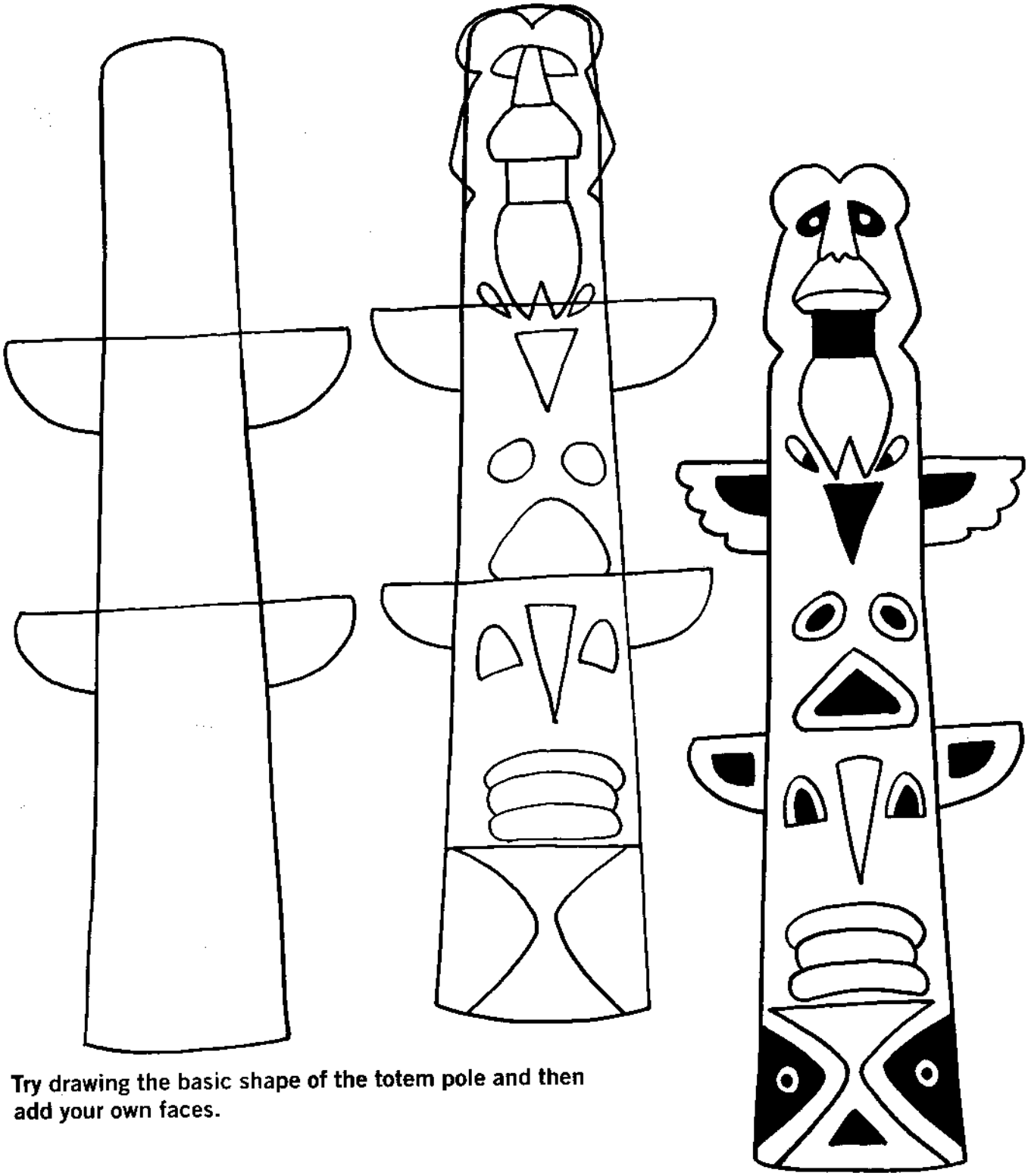
Draw dashes in straight diagonal lines to make them look like light beams.

SEA GULL

Draw little curved lines to create the look of feathers.

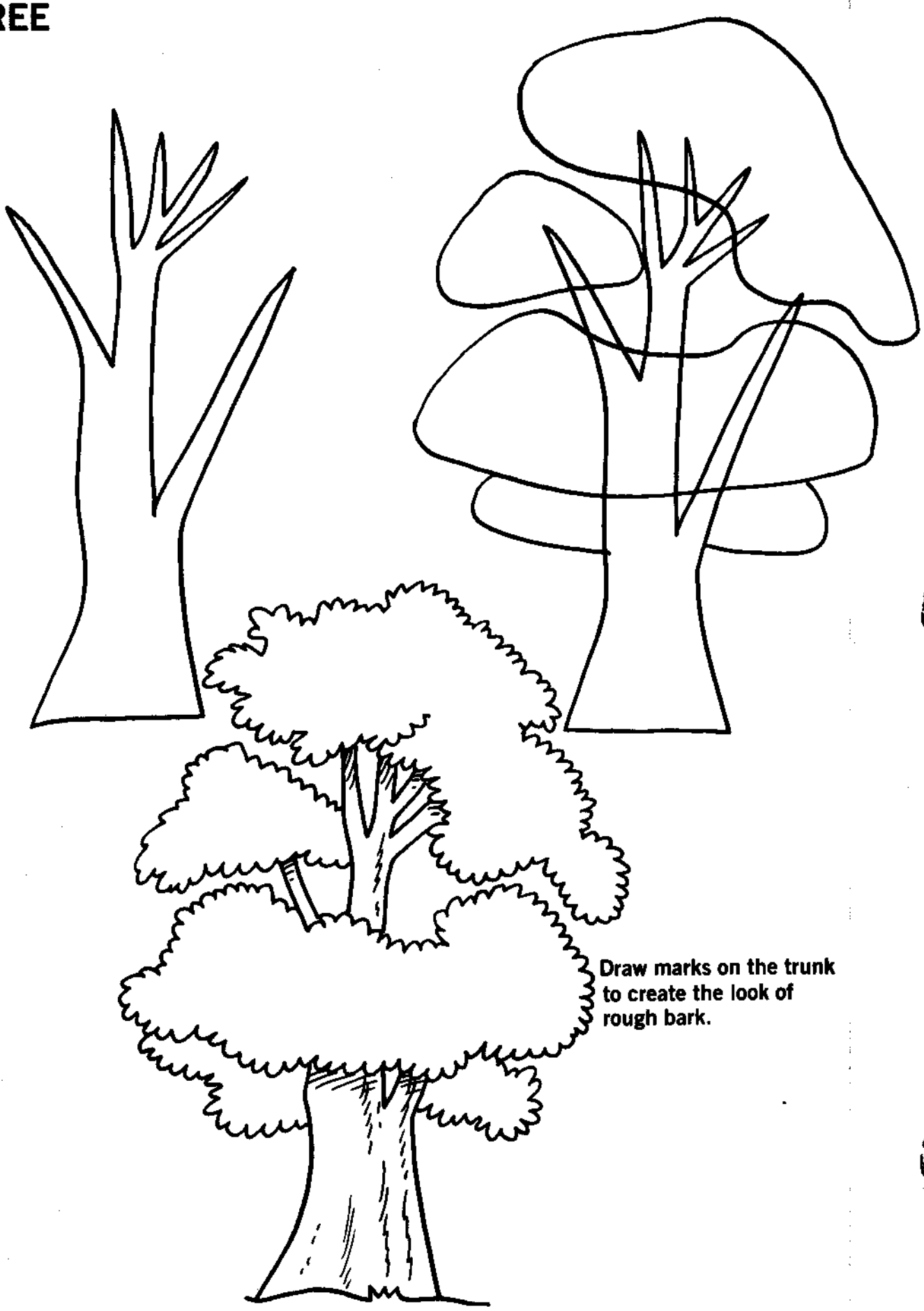


TOTEM POLE



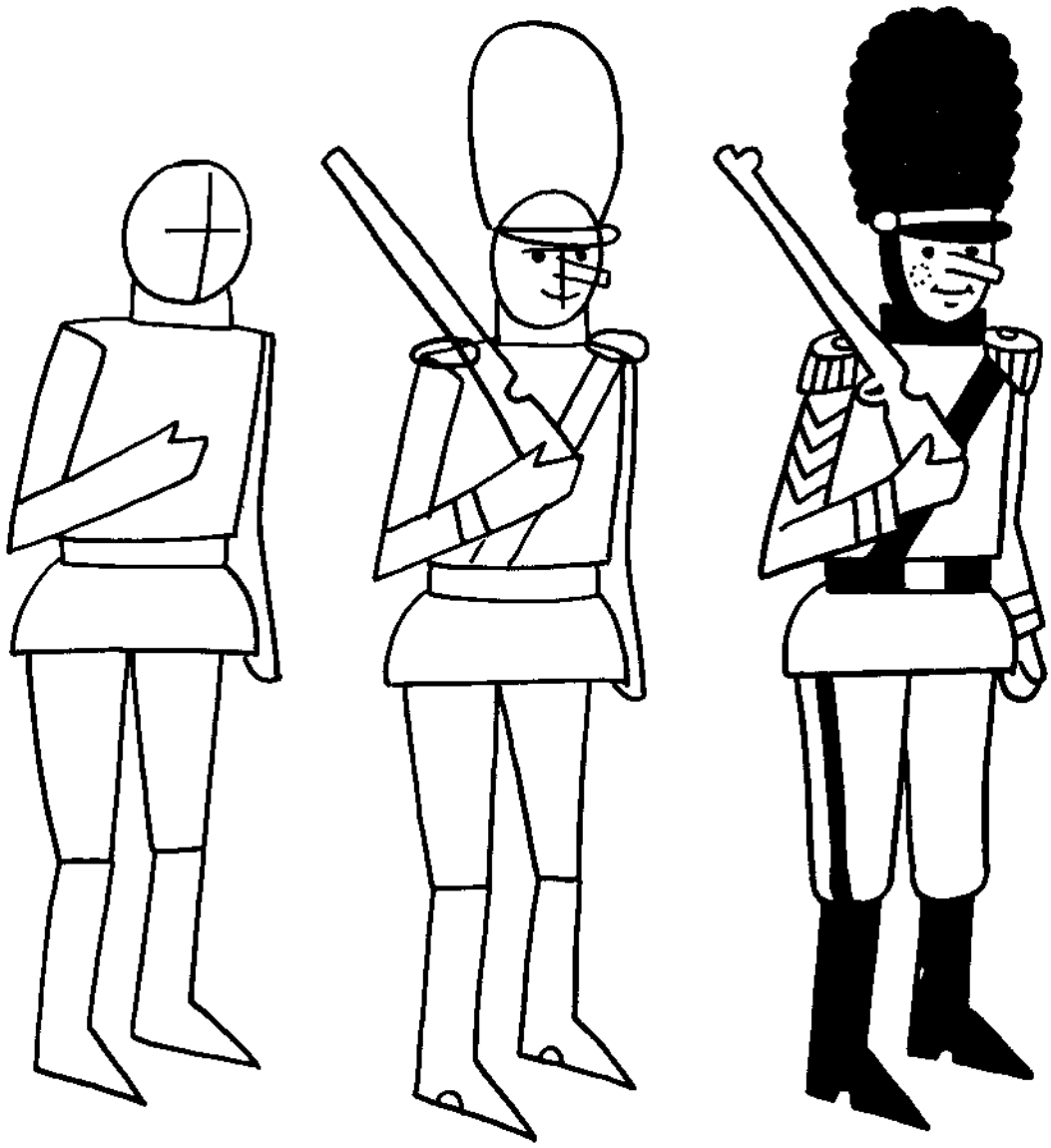
Try drawing the basic shape of the totem pole and then add your own faces.

TREE



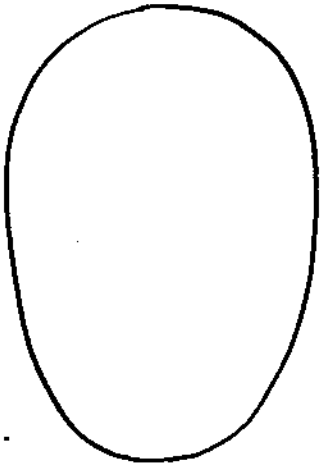
Draw marks on the trunk to create the look of rough bark.

WOODEN SOLDIER



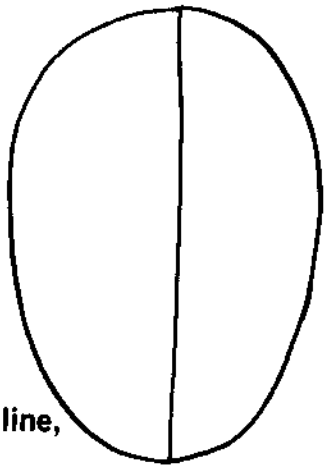
TIPS FOR DRAWINGS HEADS

1.



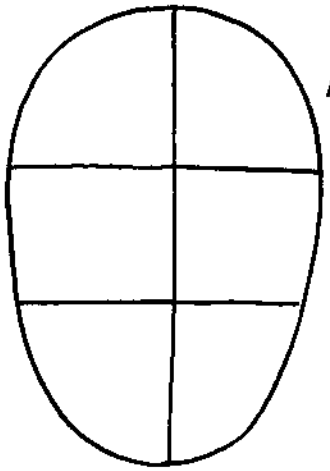
Draw an oval.

2.



Draw a vertical line,

3.

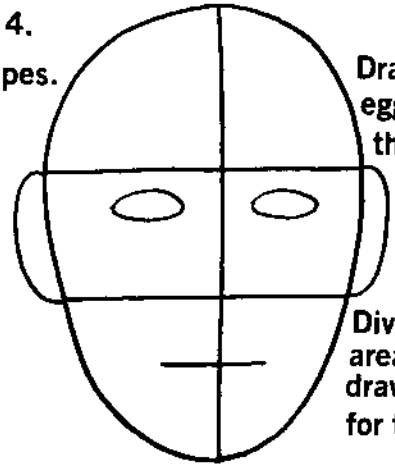


brow line,

and nose line.

4.

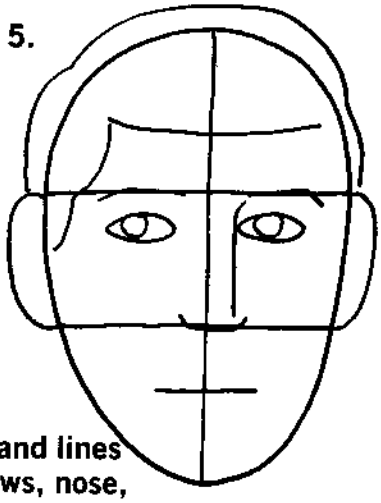
Add ear shapes.



Draw two small egg shapes for the eyes, one egg shape apart.

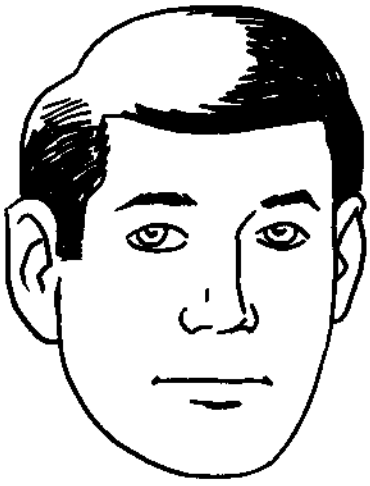
Divide this area in half by drawing a line for the mouth.

5.



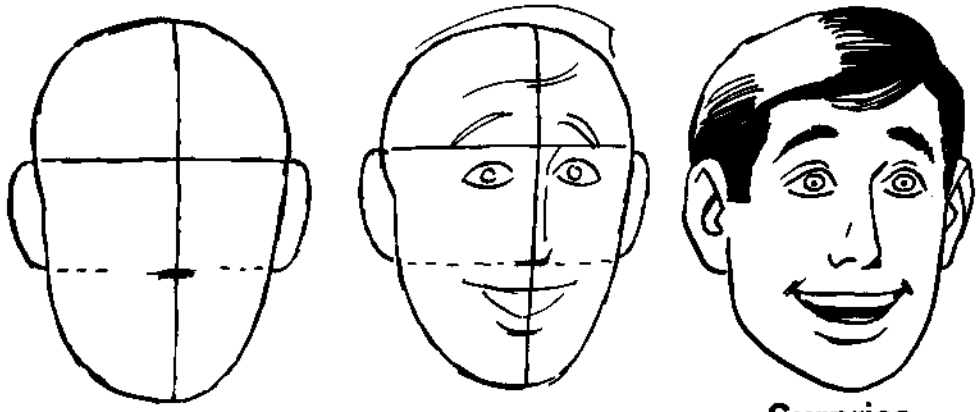
Add circles and lines for eyes, brows, nose, and hair.

6.



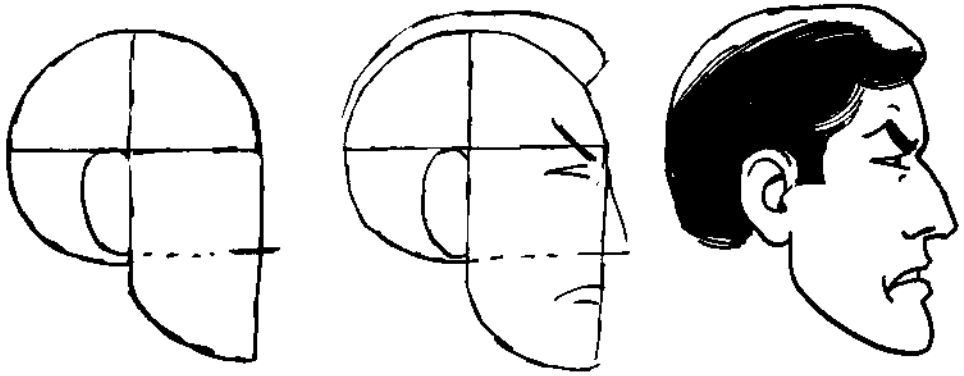
Add details and finish the drawing.

TIPS FOR DRAWING FACIAL EXPRESSIONS



Surprise

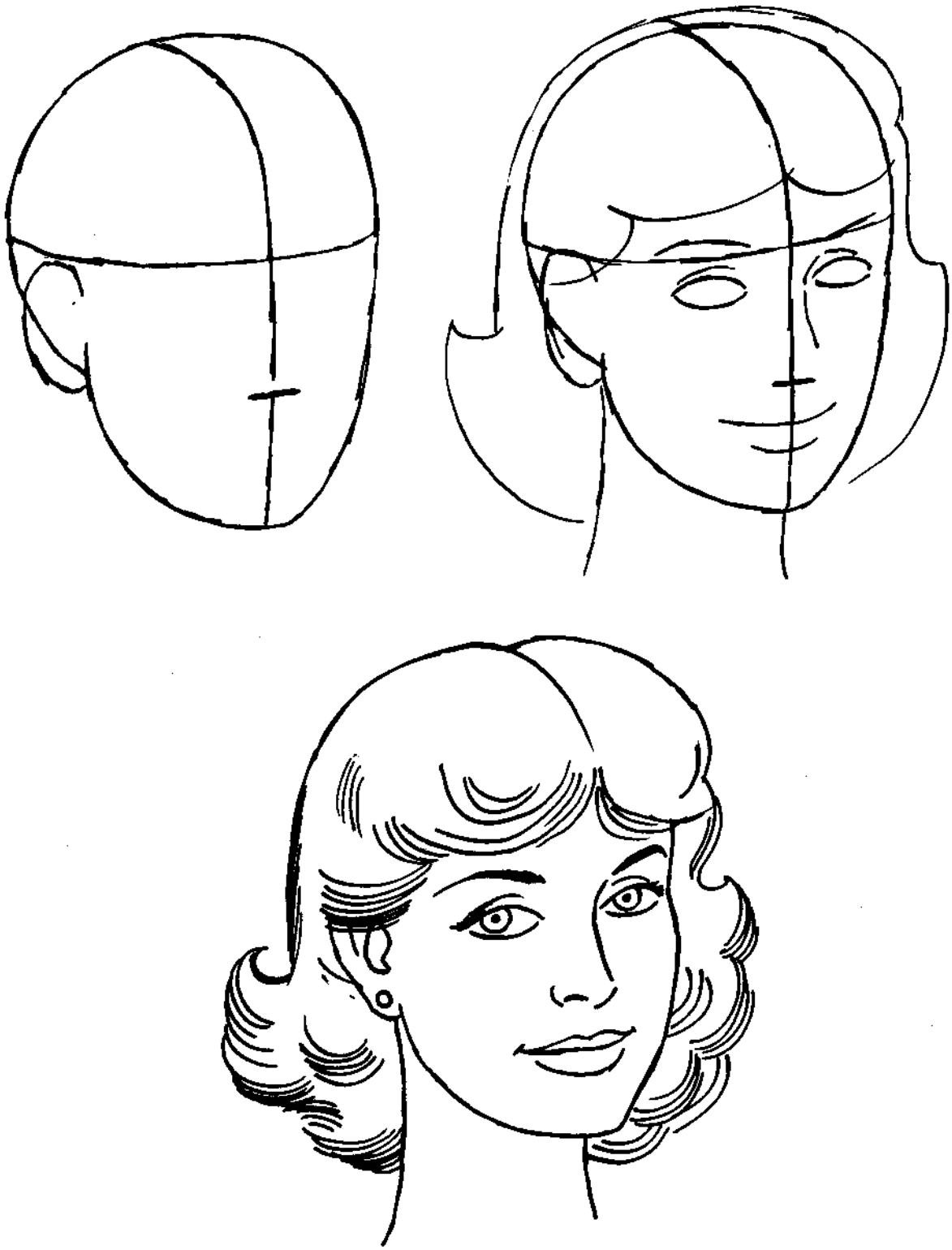
Notice that positions of eyebrows and mouth change with each expression.



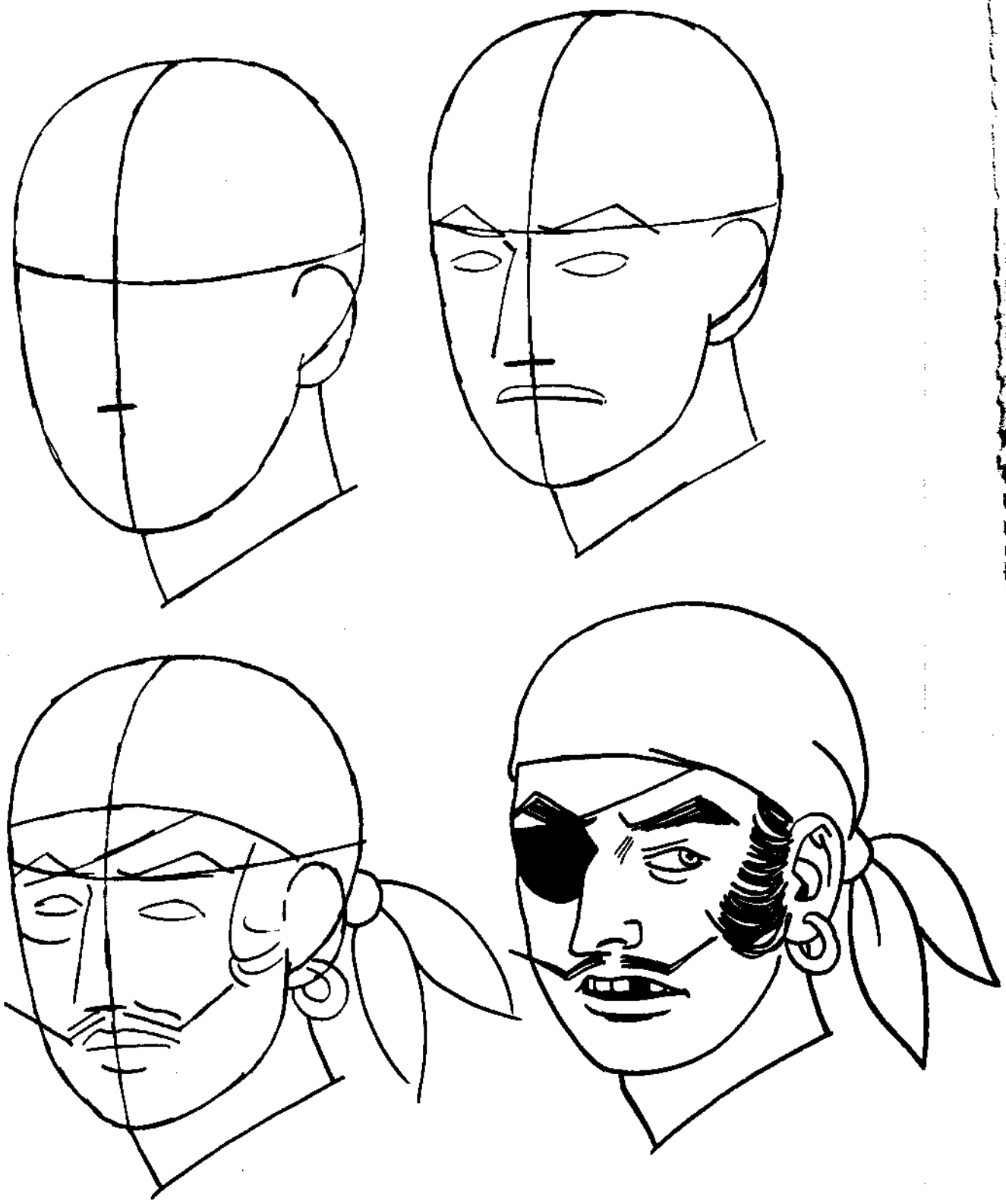
Anger

Worry

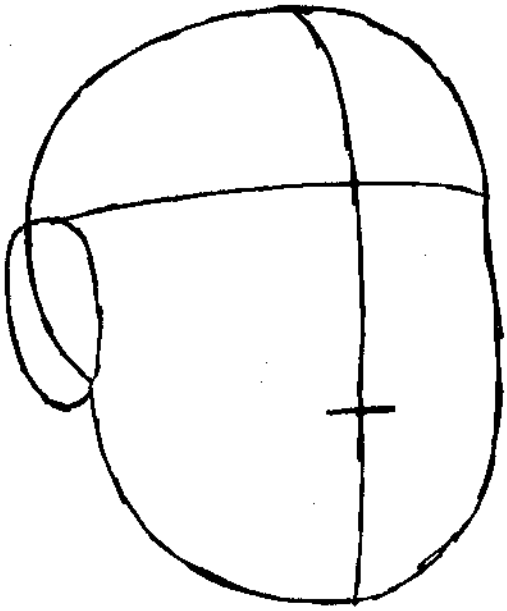
WOMAN

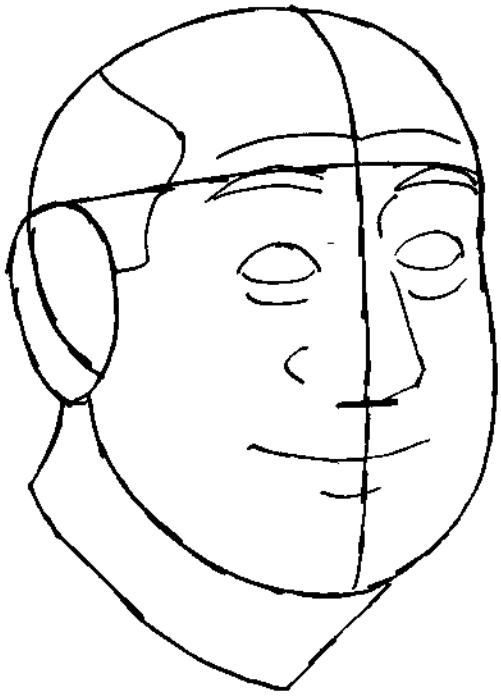


PIRATE



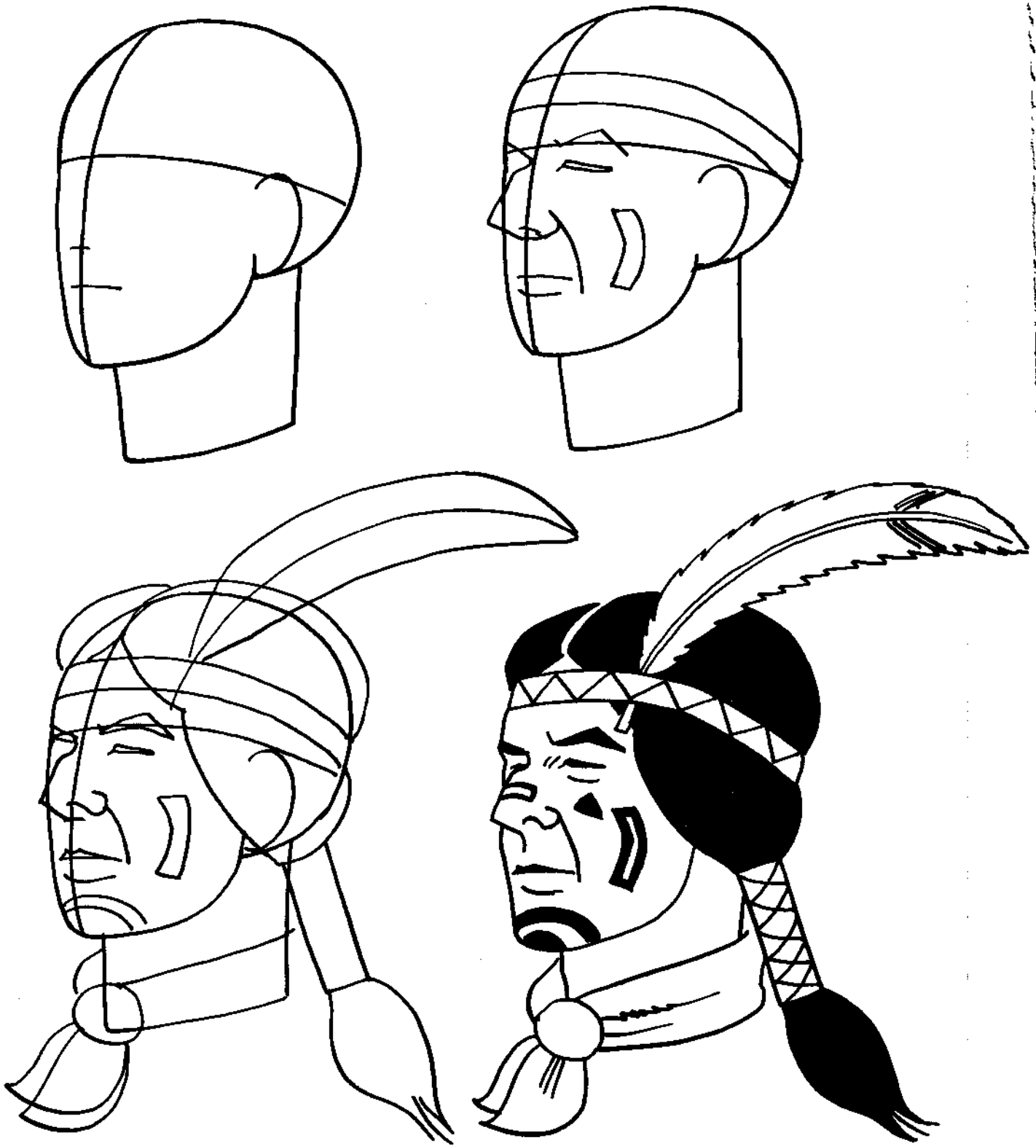
SENIOR CITIZEN



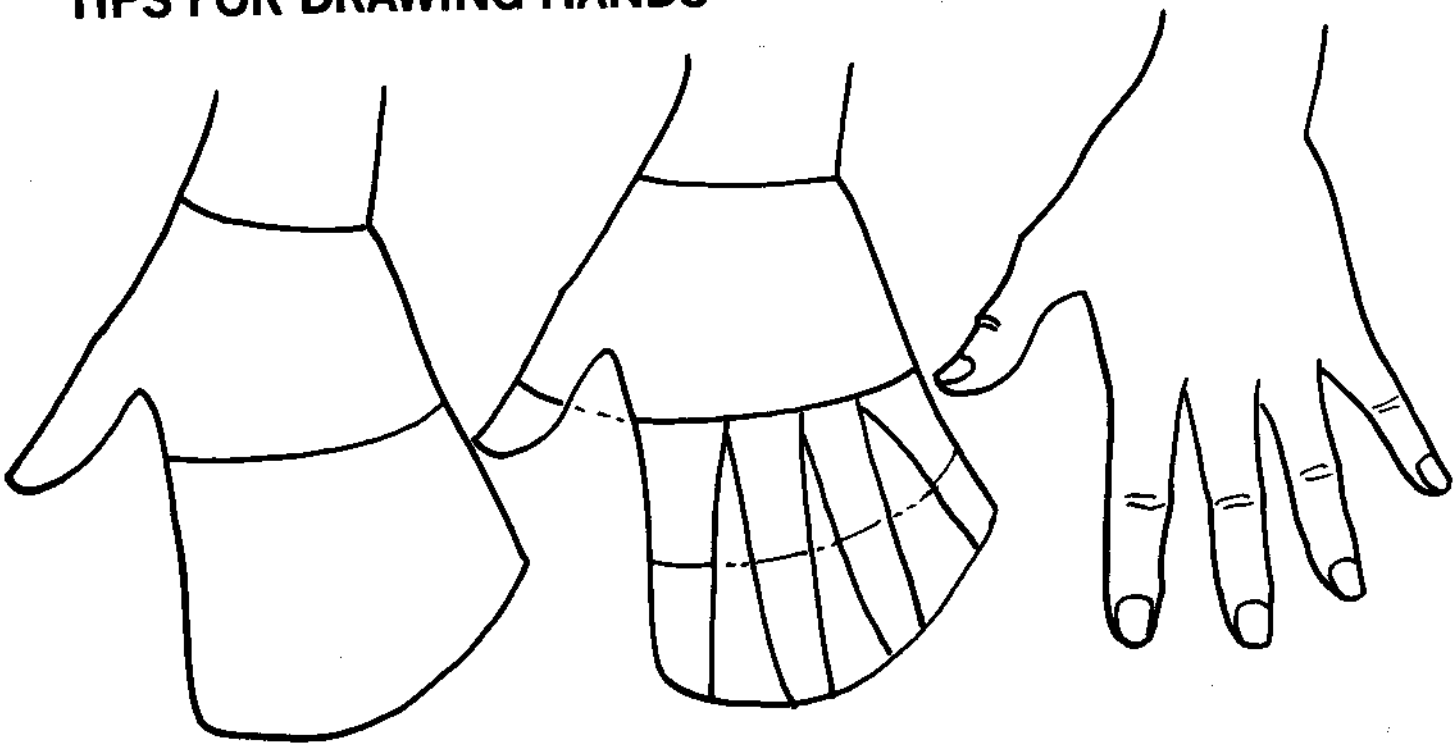


Draw lines (wrinkles) near the eyes and mouth to make the face look older.

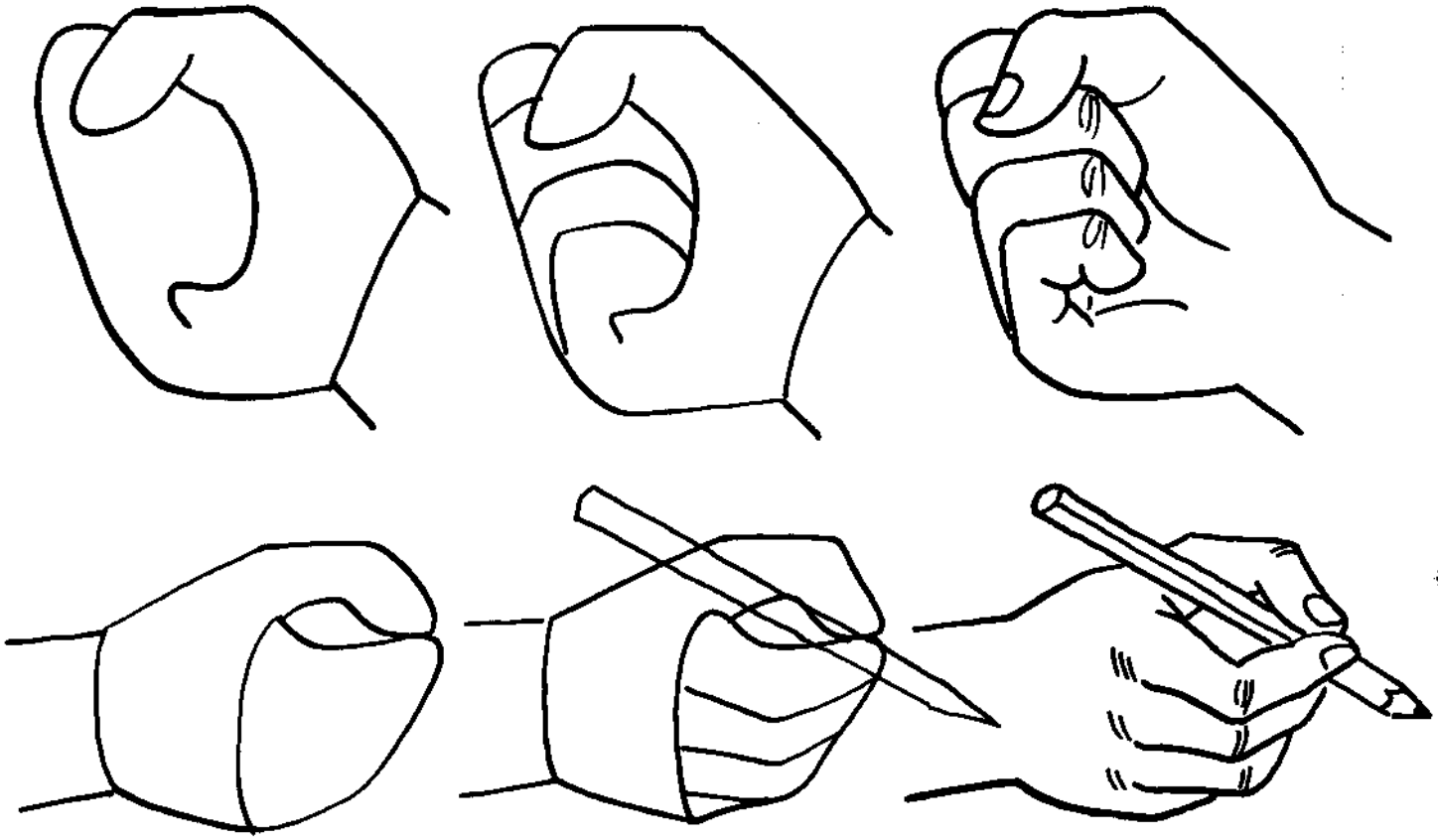
AMERICAN INDIAN

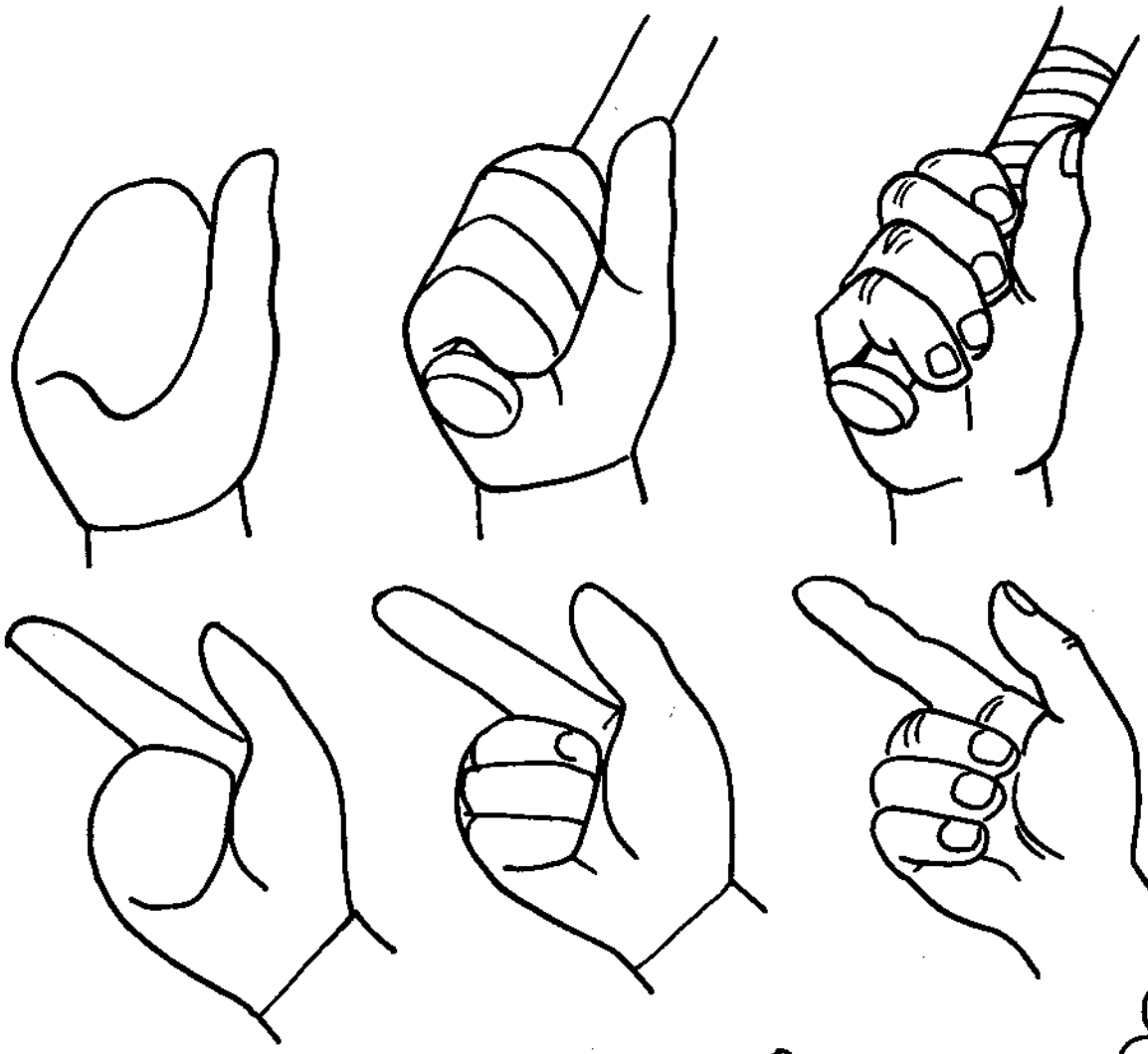


TIPS FOR DRAWING HANDS

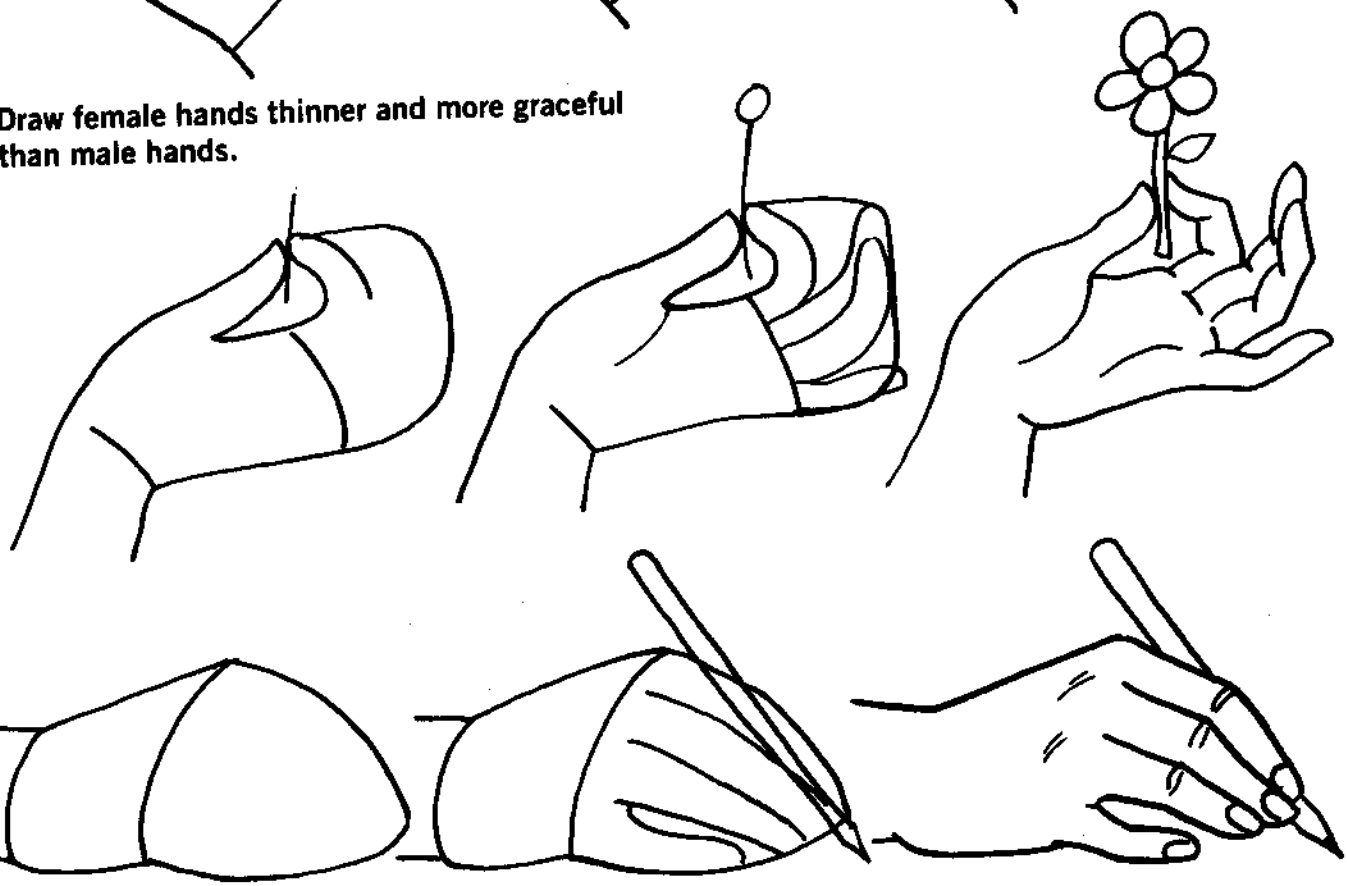


1. Draw the basic shapes.
2. Divide the mitt area into four fingers.
3. Complete the hand.

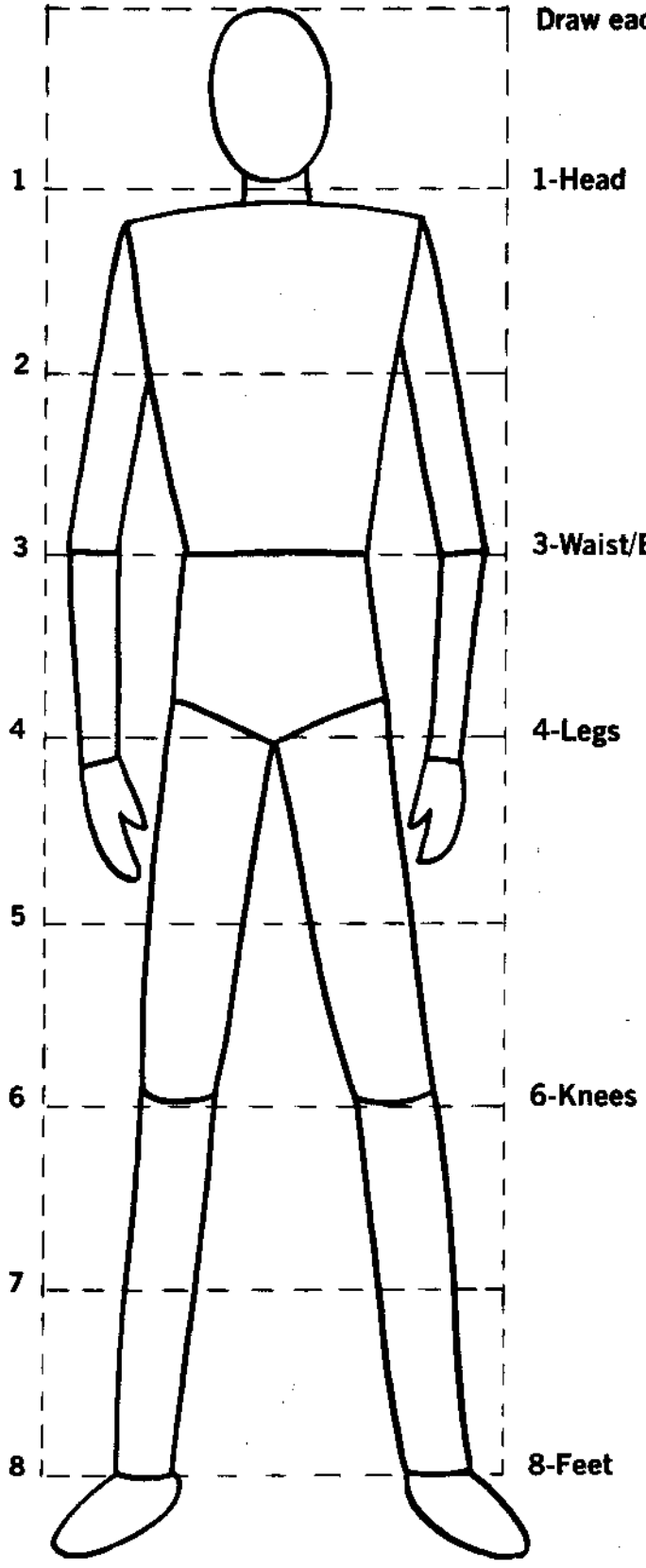




Draw female hands thinner and more graceful than male hands.

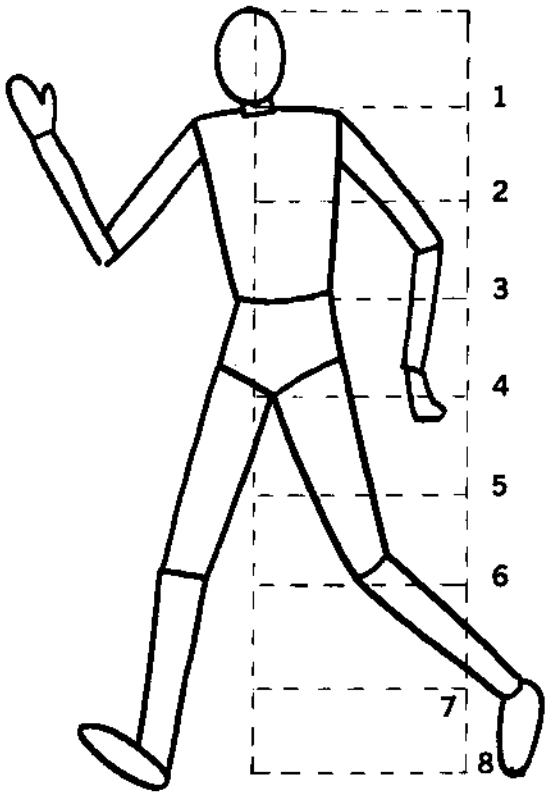


TIPS FOR DRAWING FIGURES

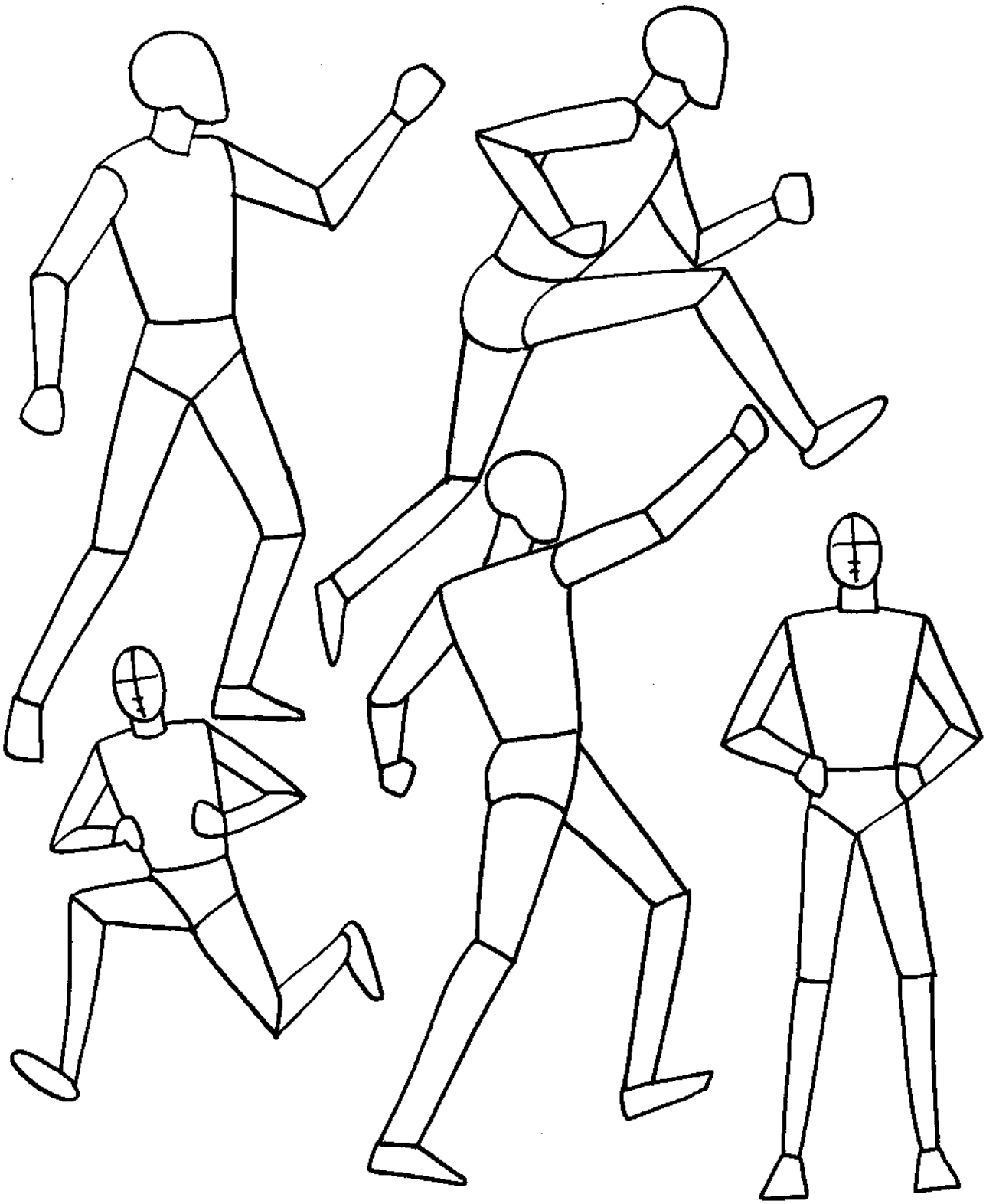


Draw each figure eight heads high.

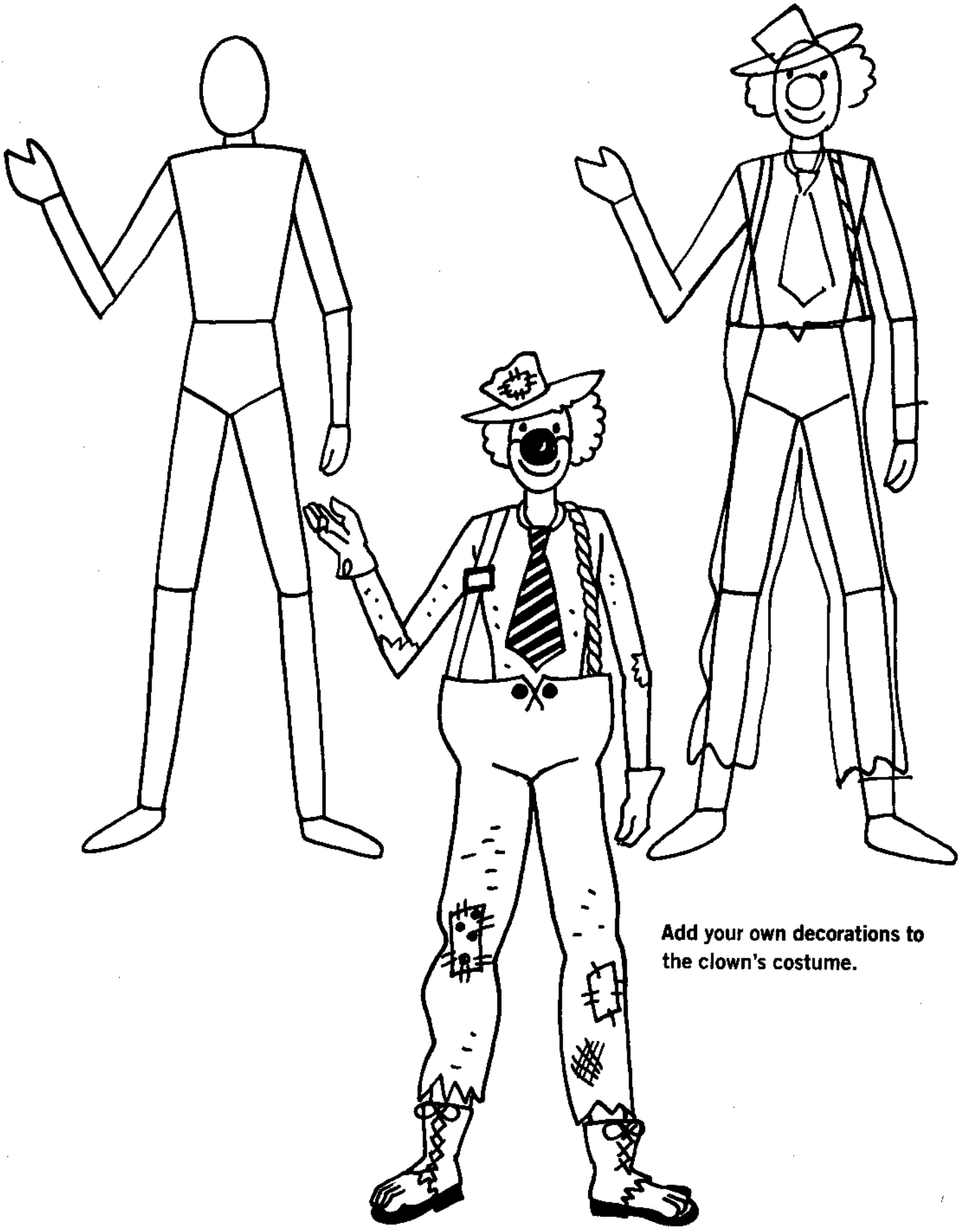
Draw this simple mannequin shape before adding clothes to the figure.



Draw these mannequin figures to practice shaping different positions.

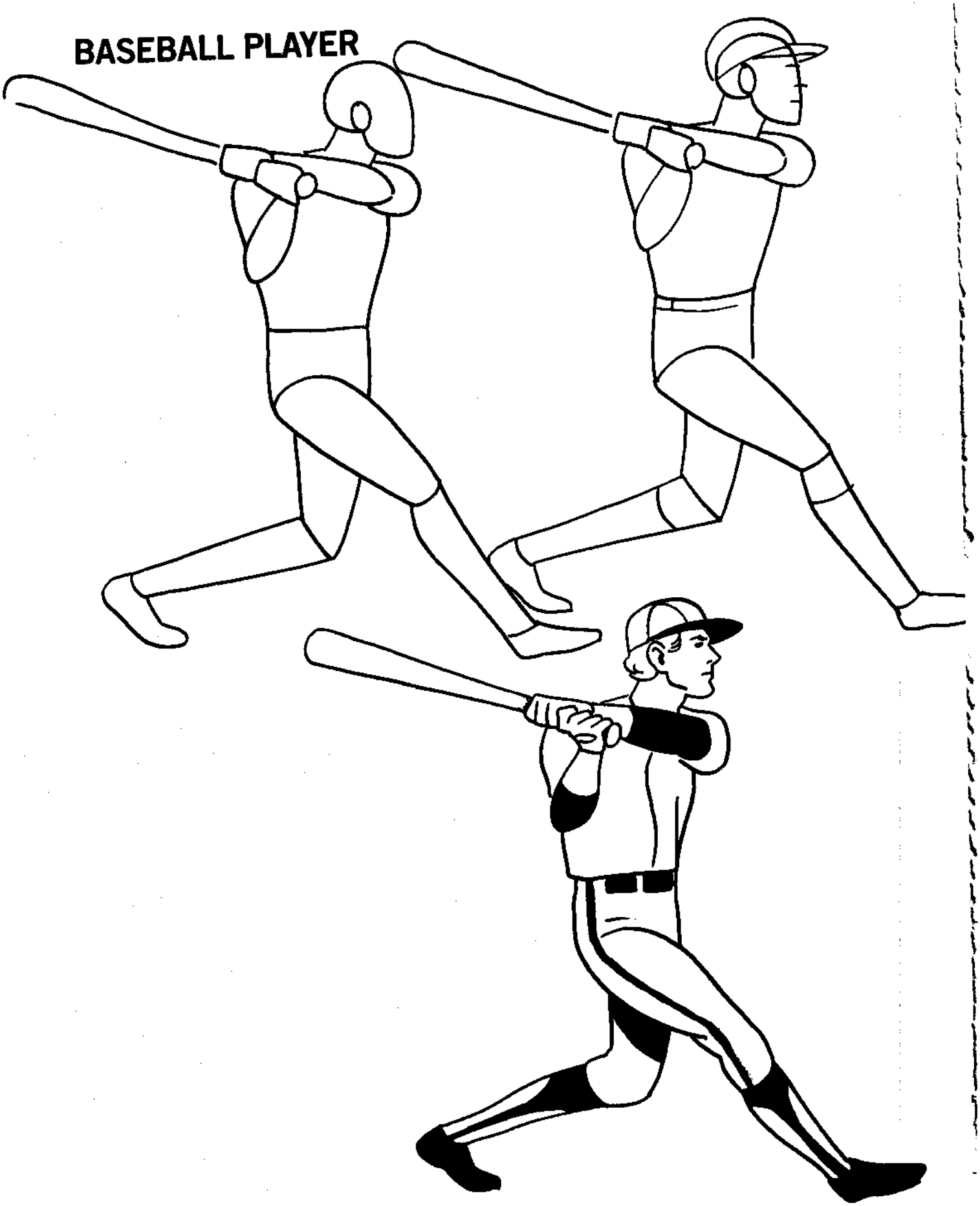


CIRCUS CLOWN

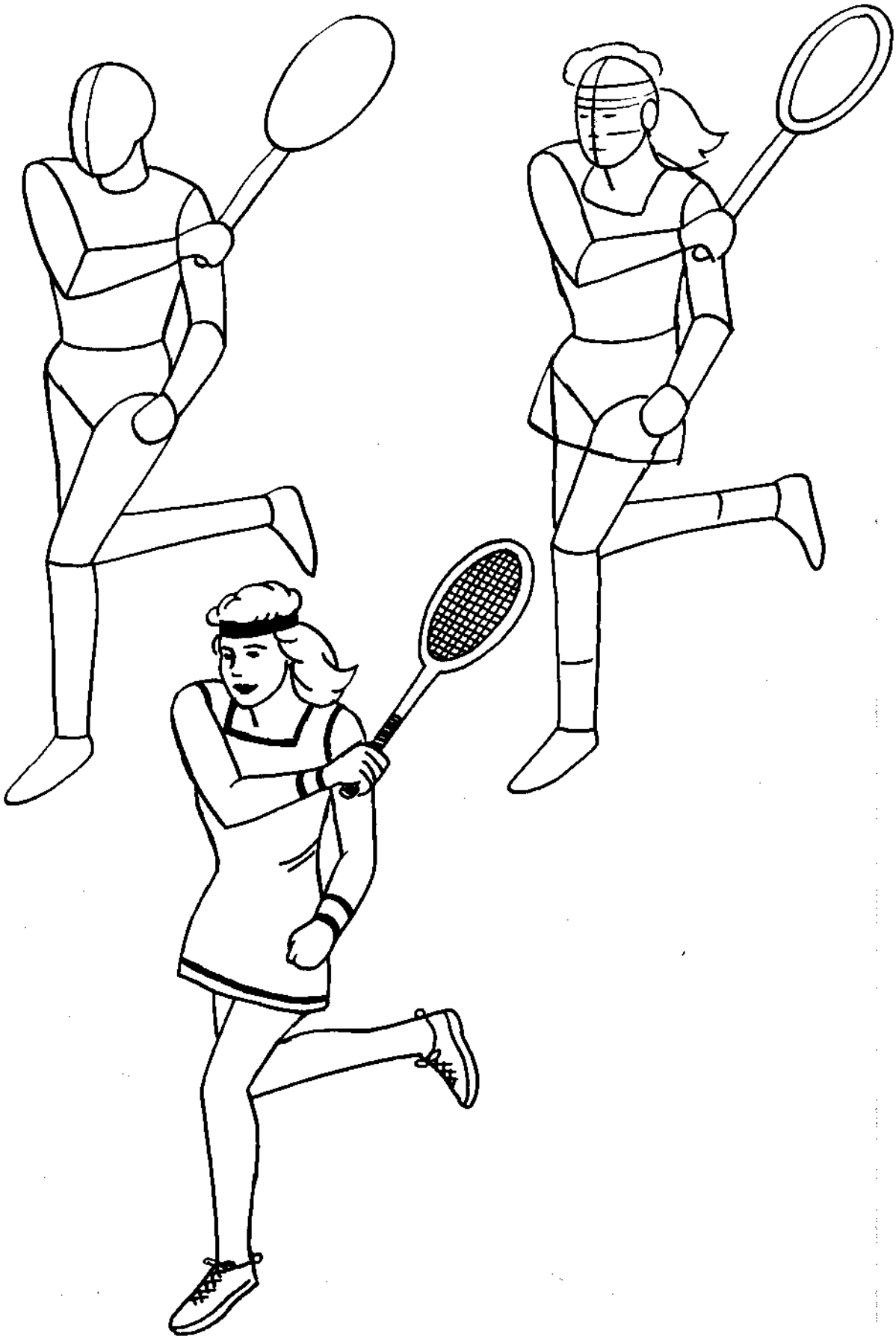


Add your own decorations to the clown's costume.

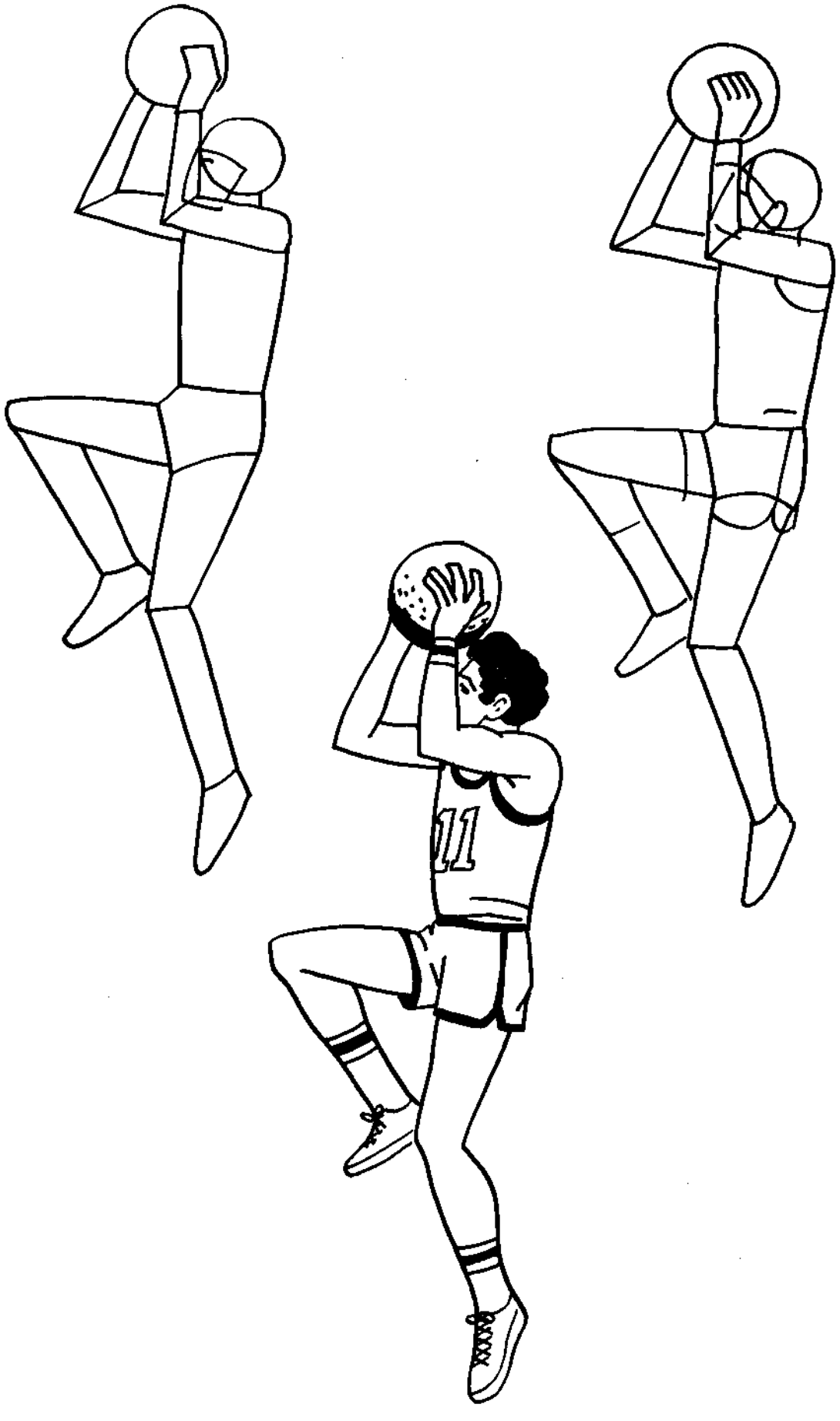
BASEBALL PLAYER



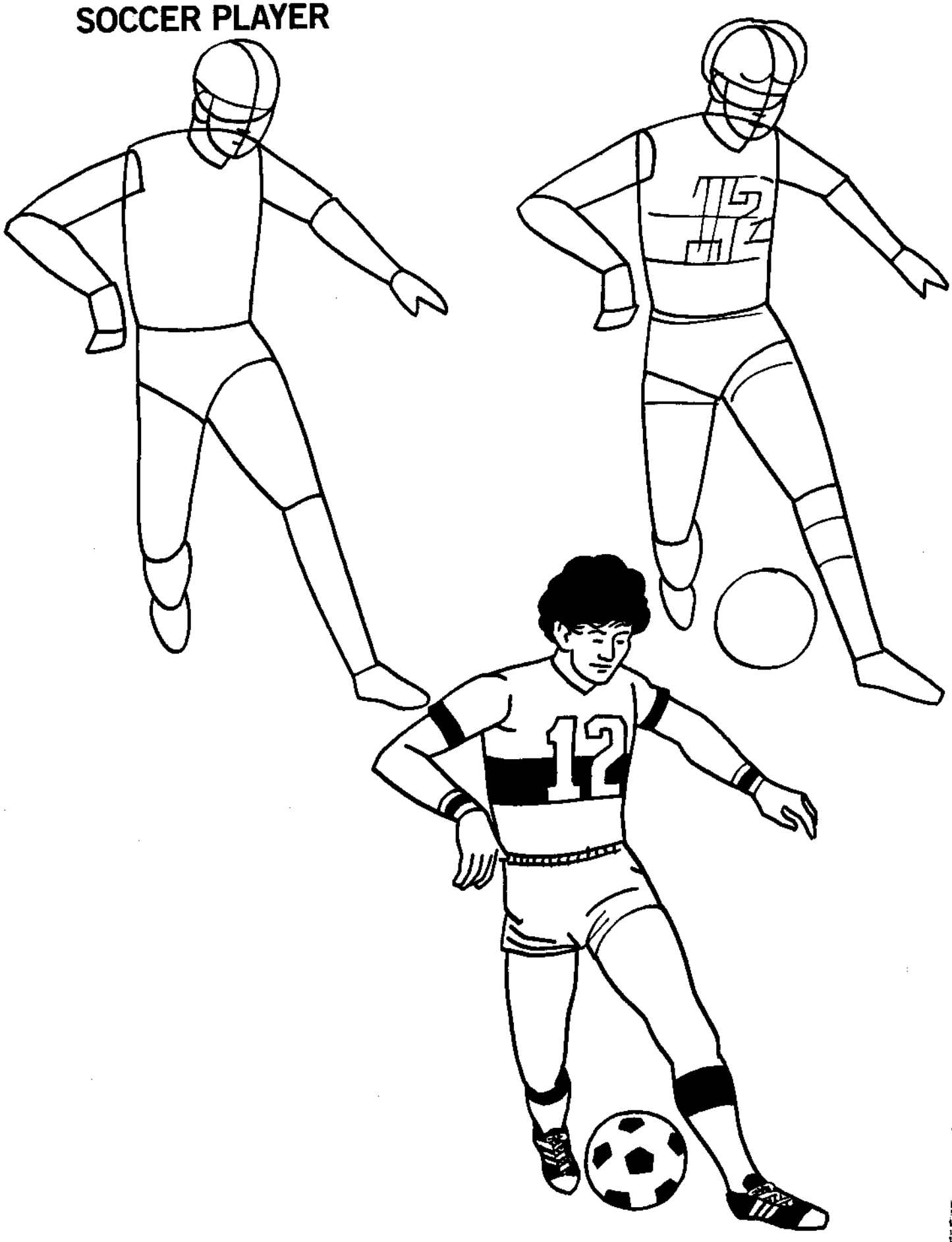
TENNIS PLAYER



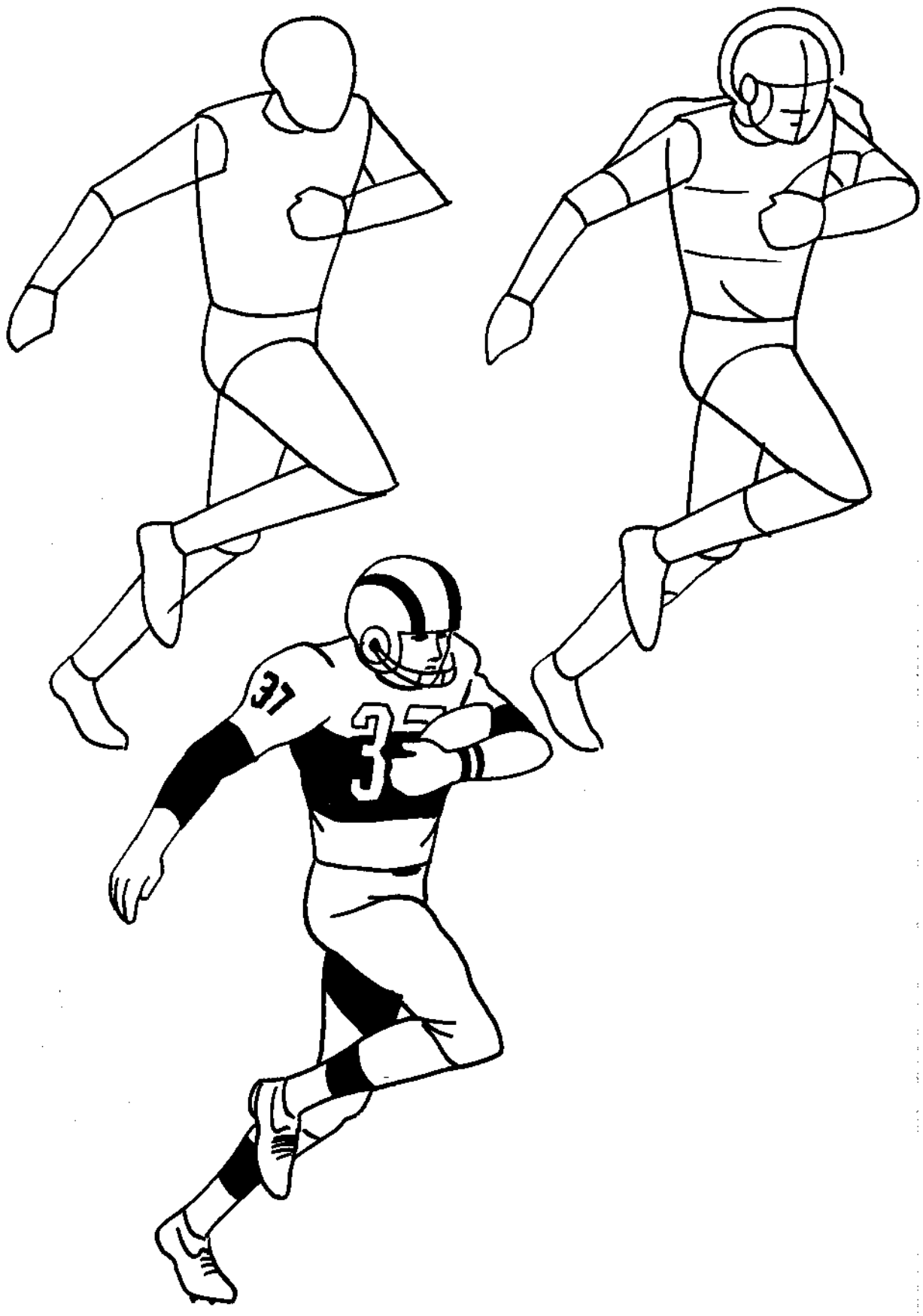
BASKETBALL PLAYER



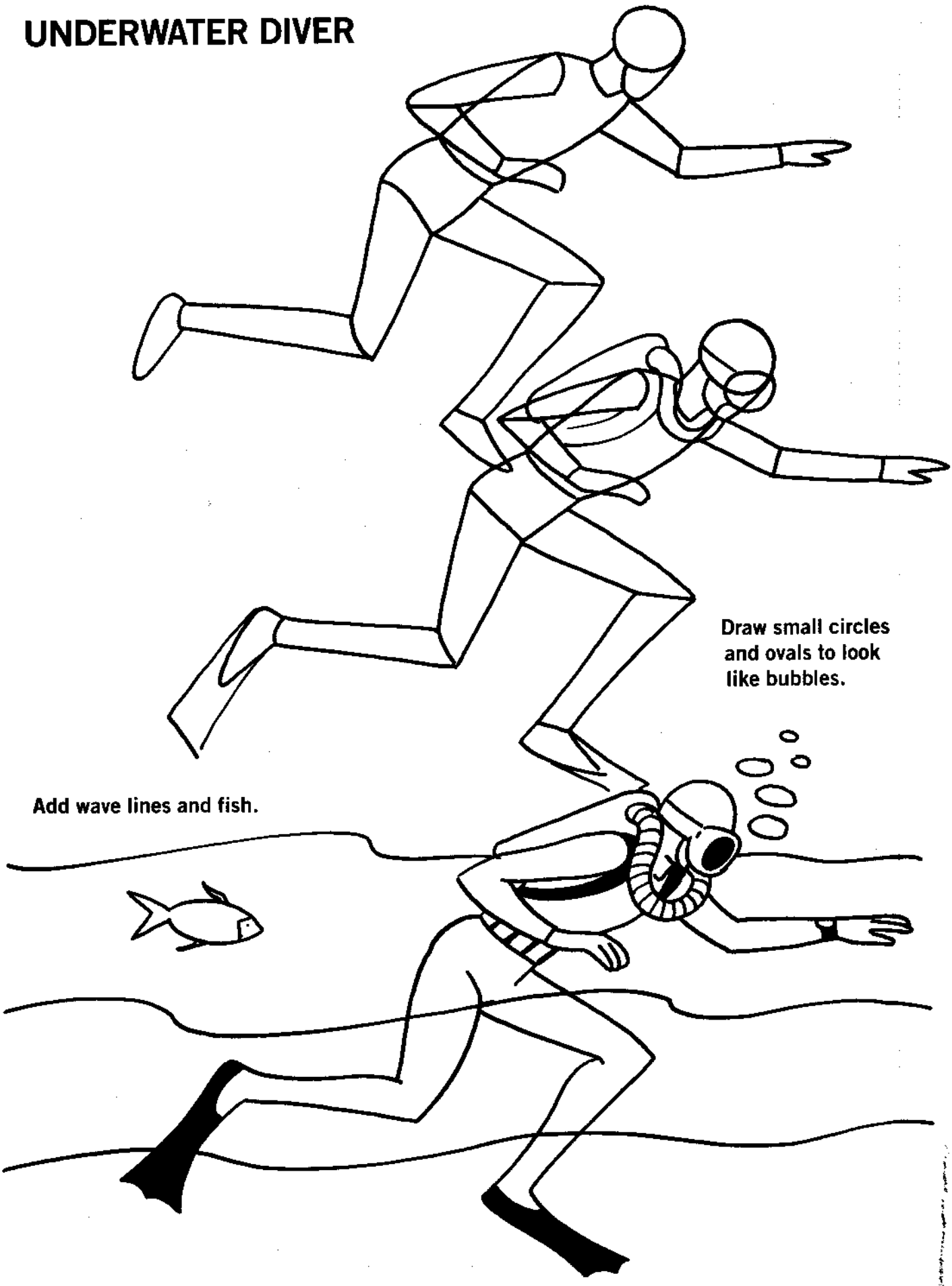
SOCCER PLAYER



FOOTBALL PLAYER



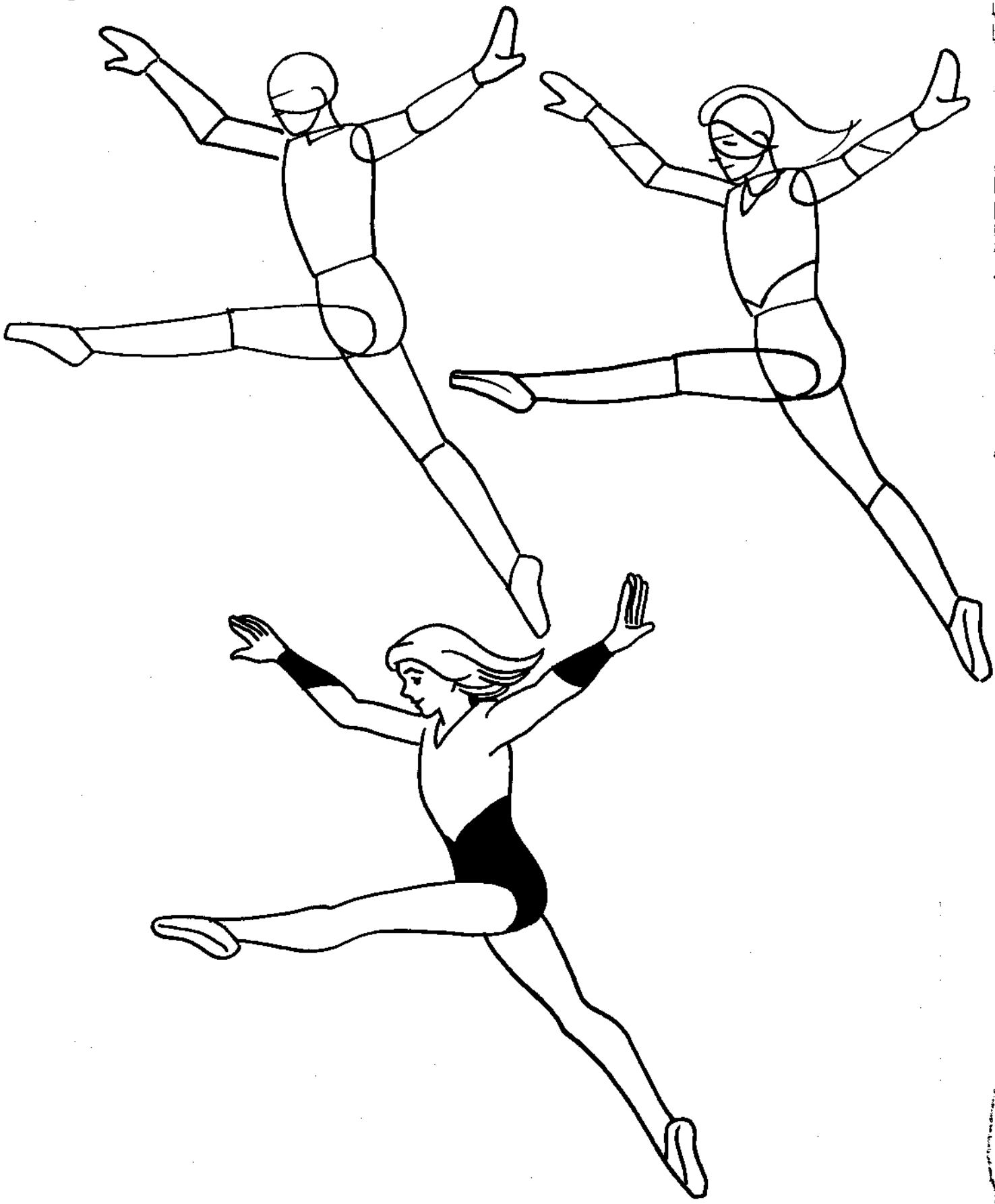
UNDERWATER DIVER



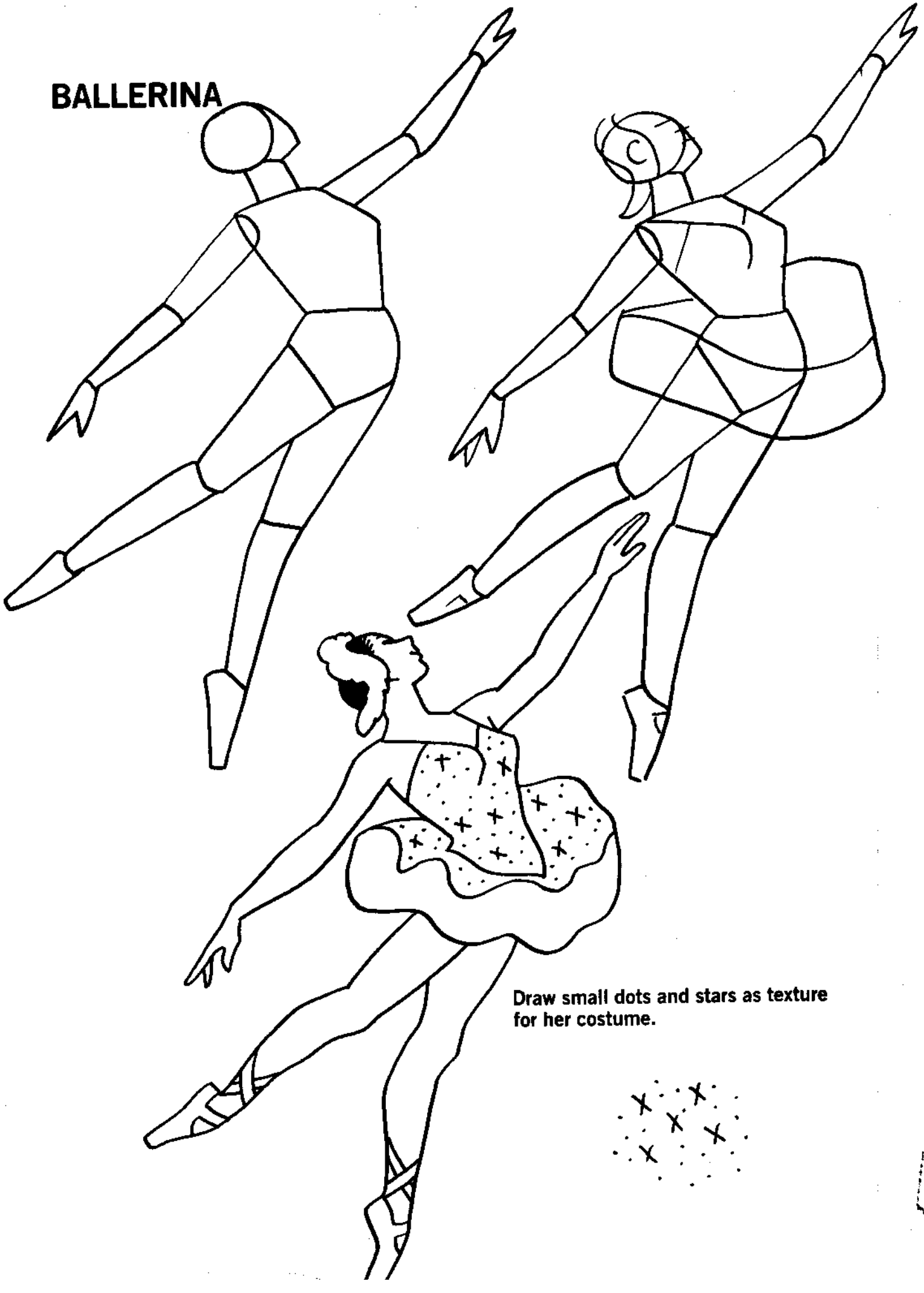
Draw small circles and ovals to look like bubbles.

Add wave lines and fish.

GYMNAST

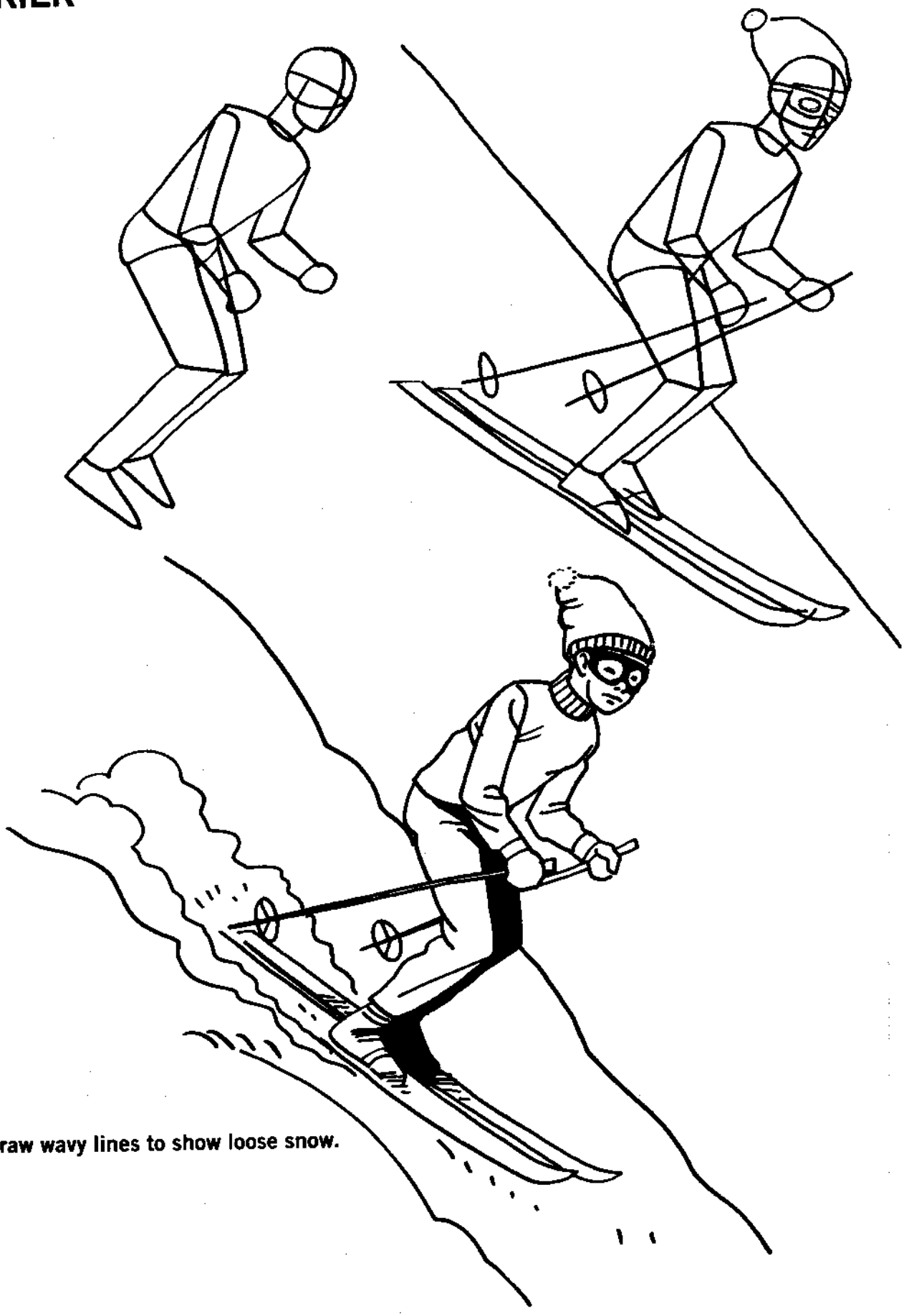


BALLERINA



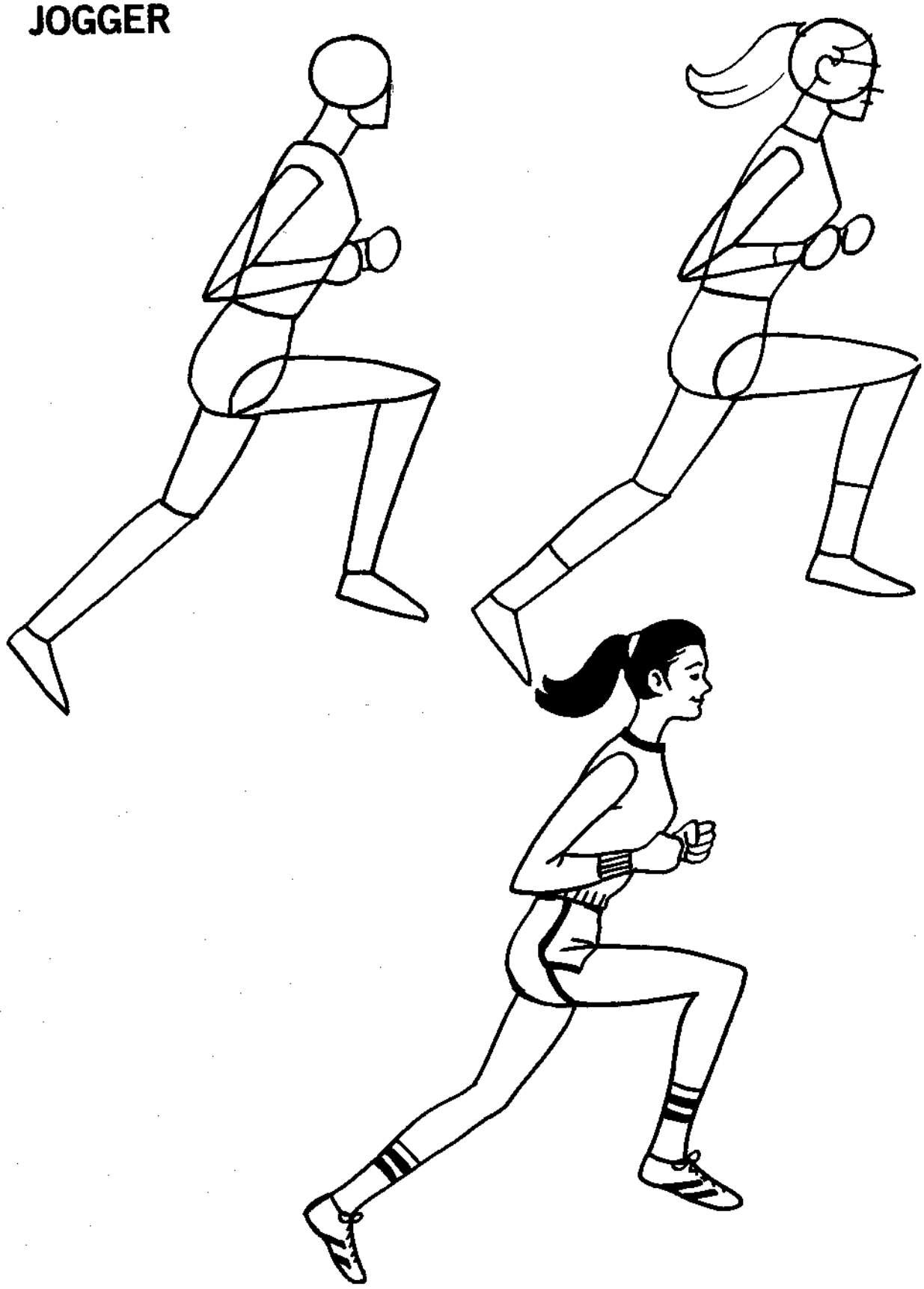
Draw small dots and stars as texture for her costume.

SKIER

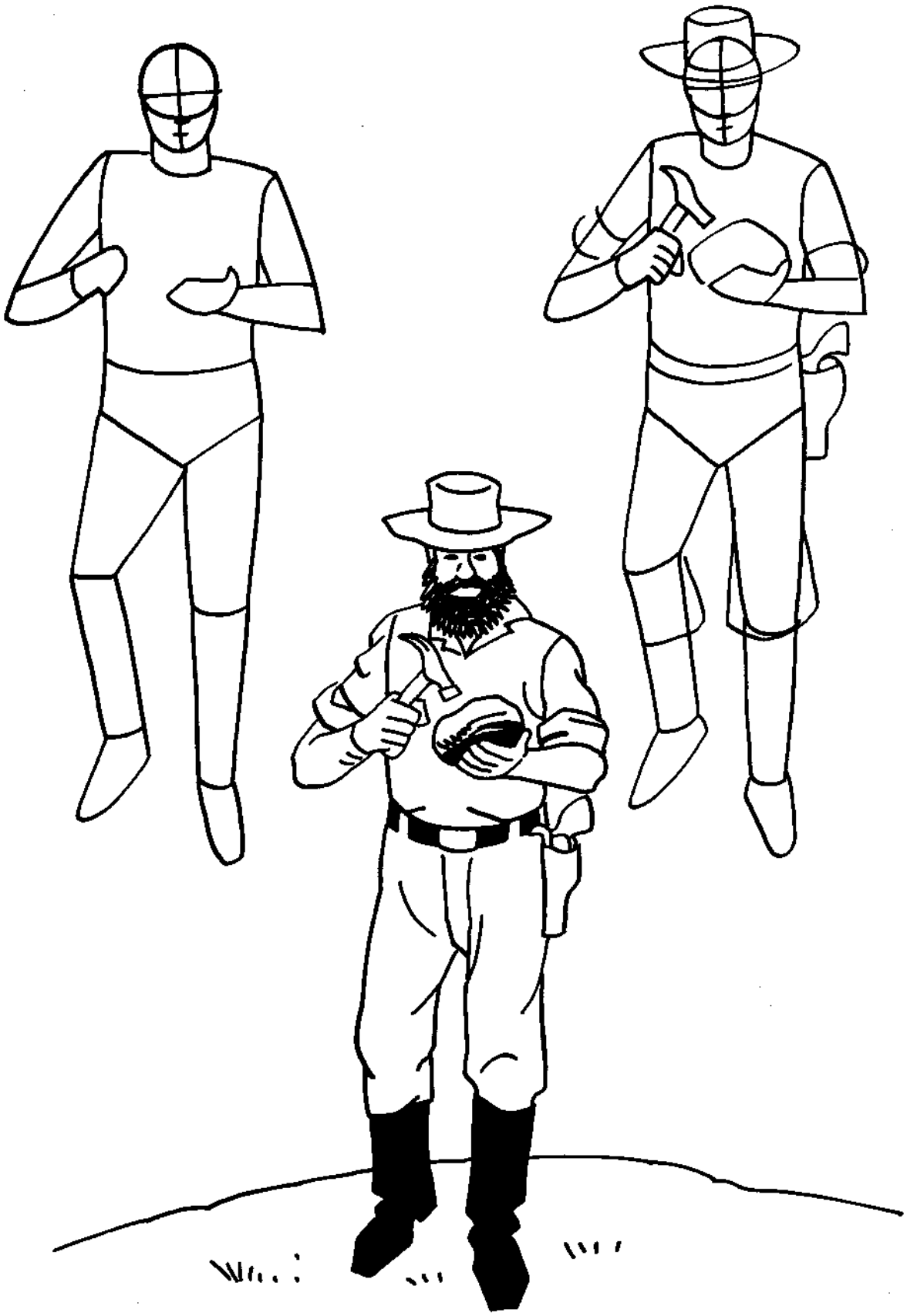


Draw wavy lines to show loose snow.

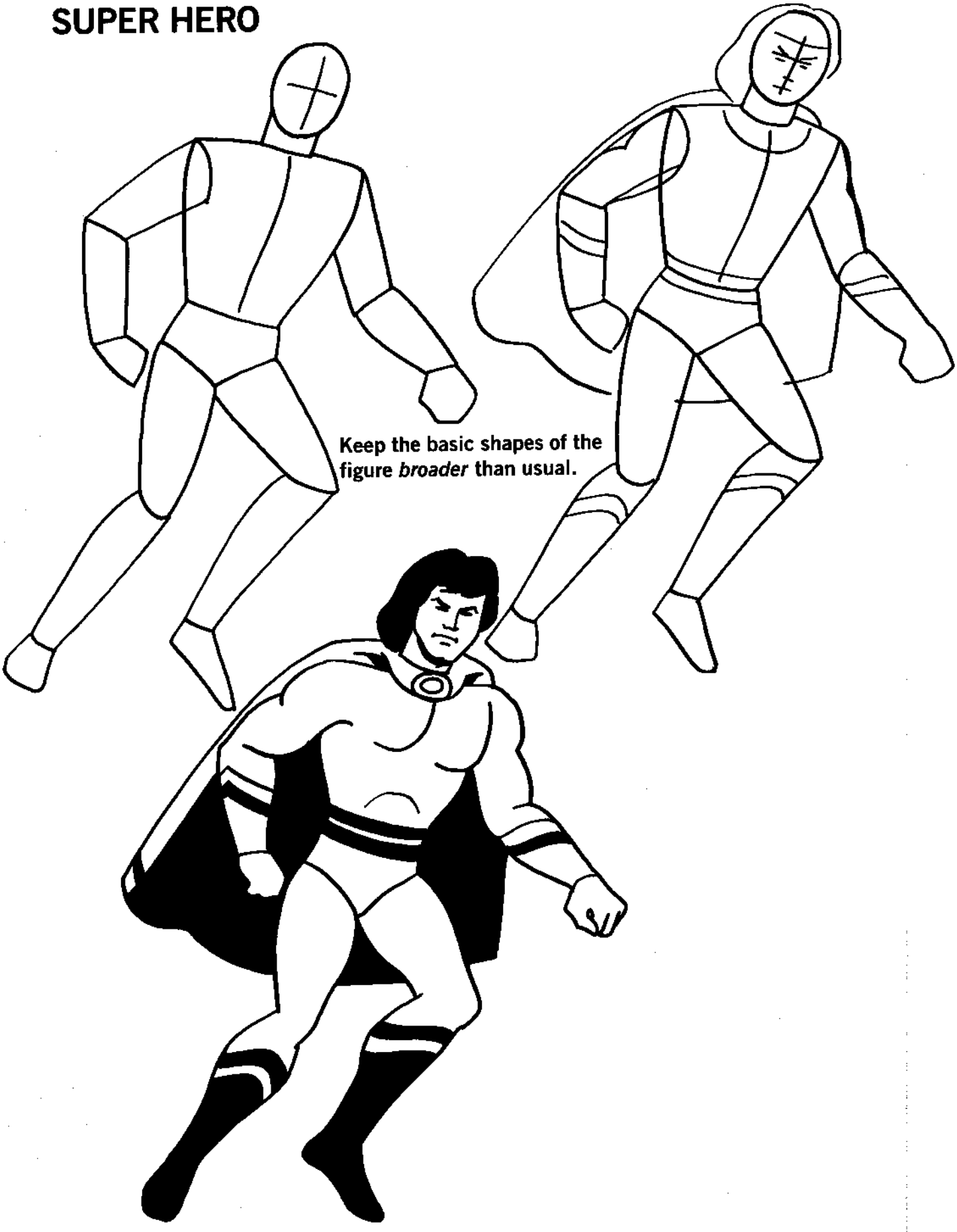
JOGGER



PROSPECTOR

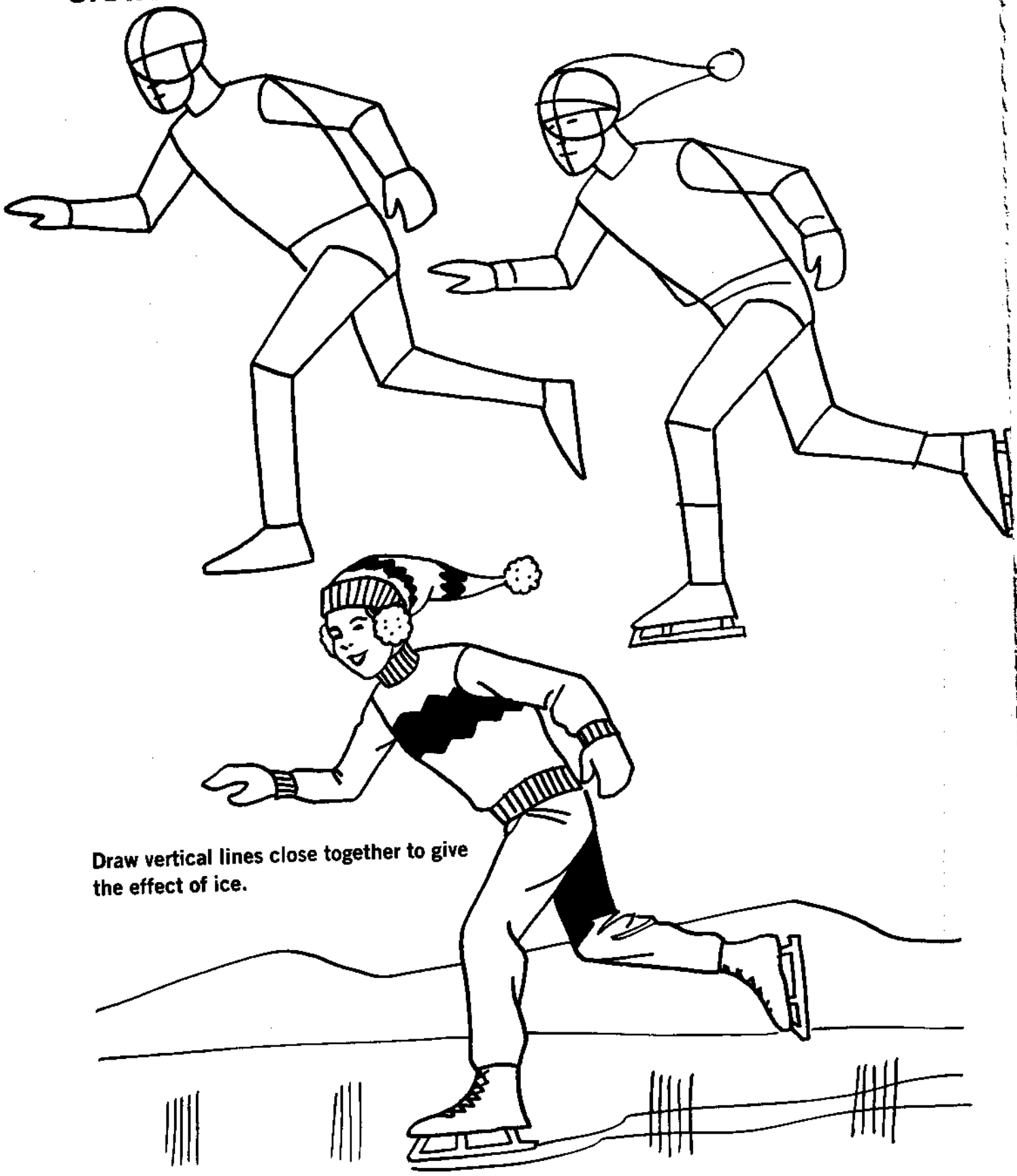


SUPER HERO



Keep the basic shapes of the figure *broader* than usual.

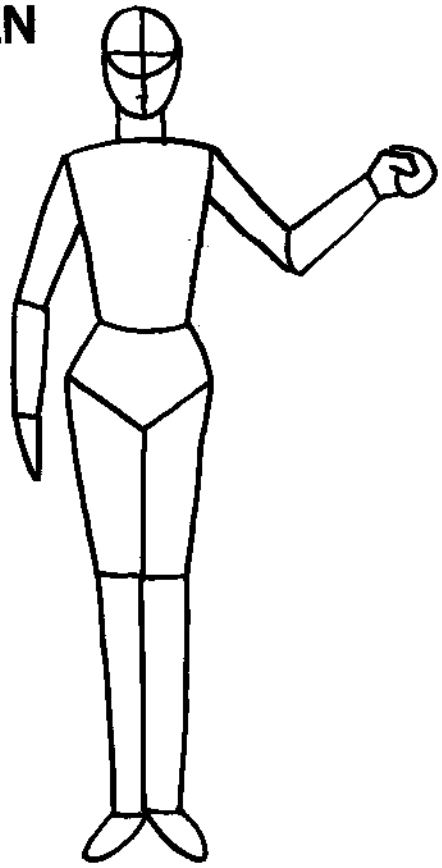
SKATER

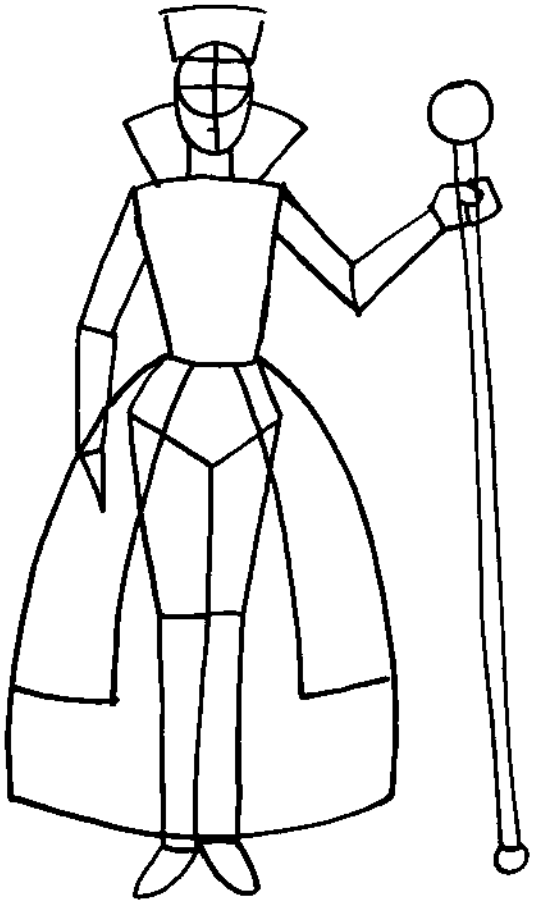


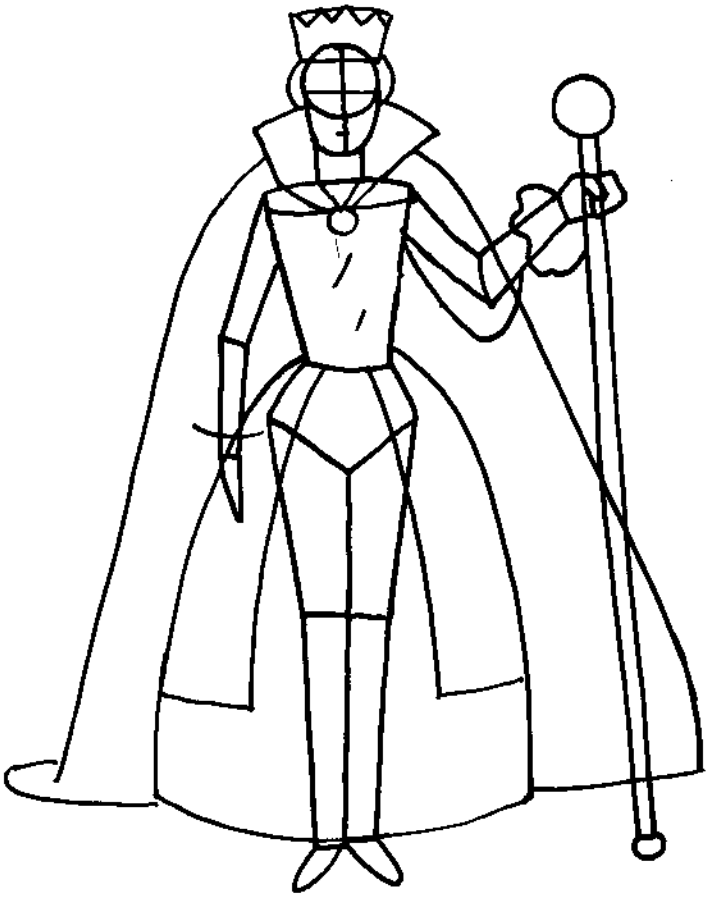
Draw vertical lines close together to give the effect of ice.

FIGURE SKATER

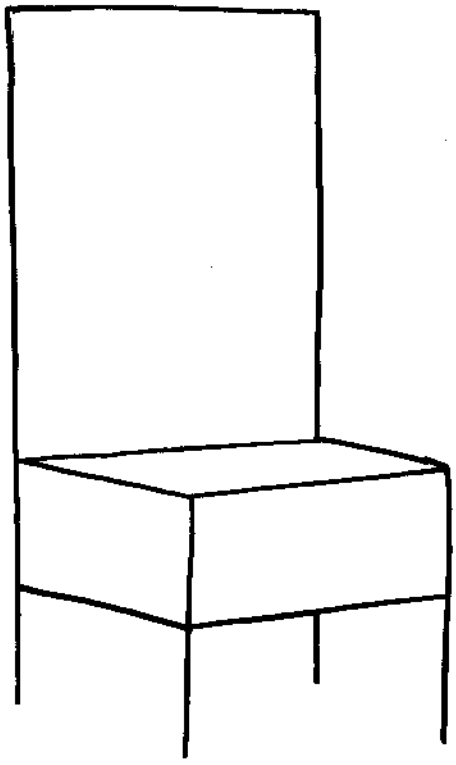
QUEEN



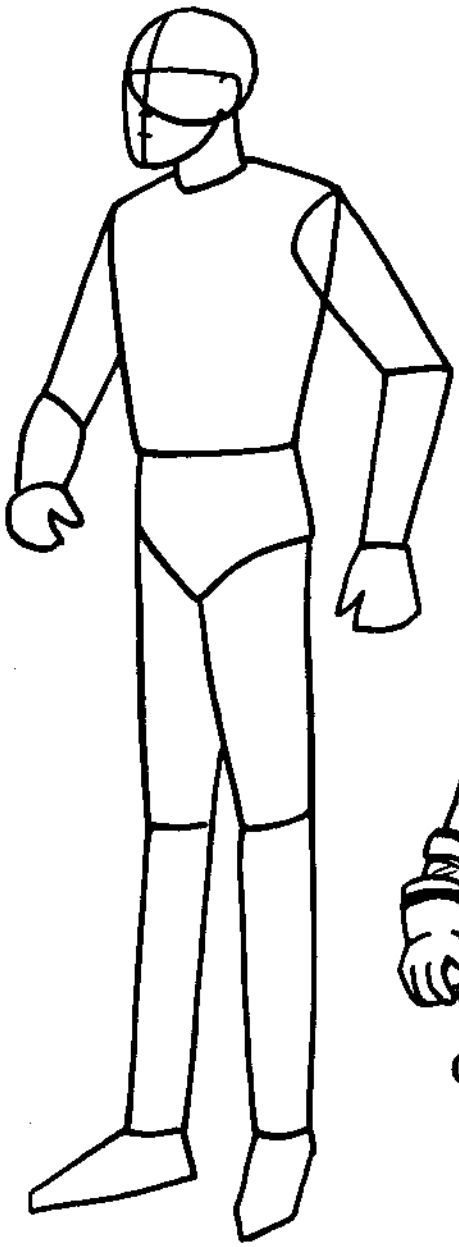


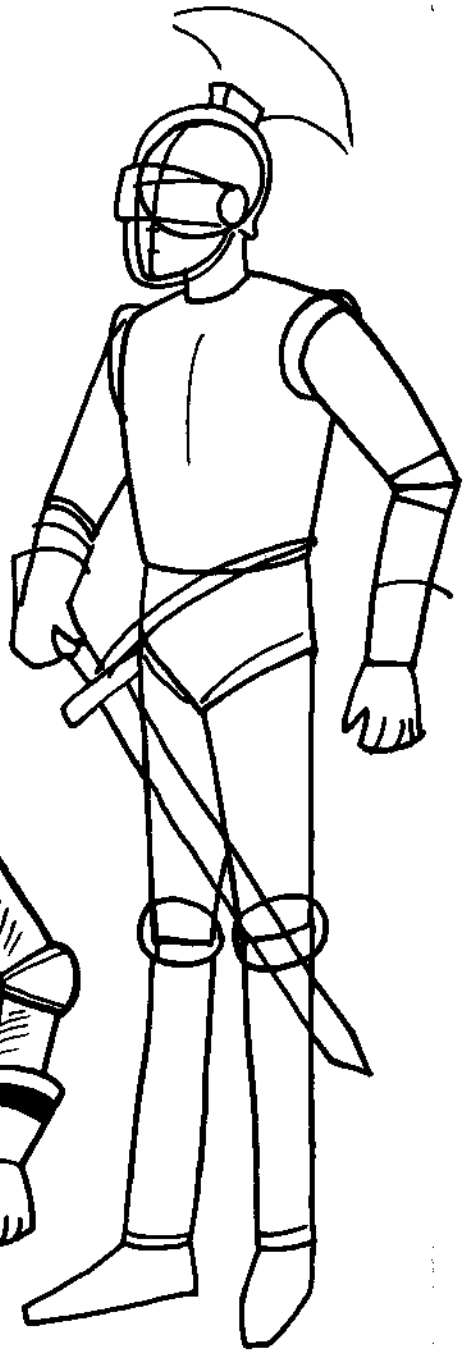


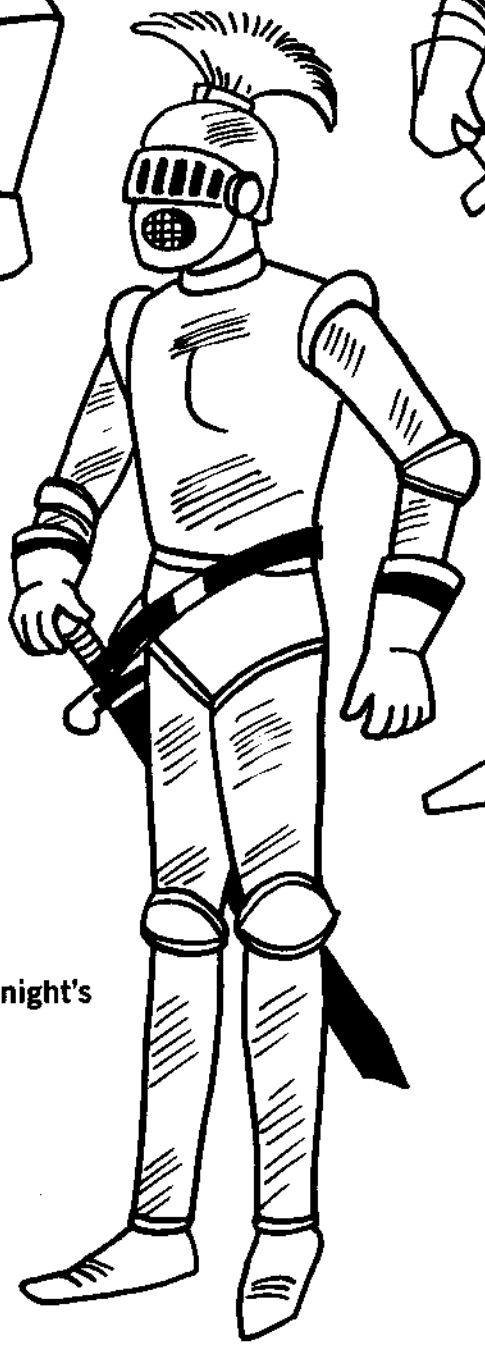
KING



KNIGHT

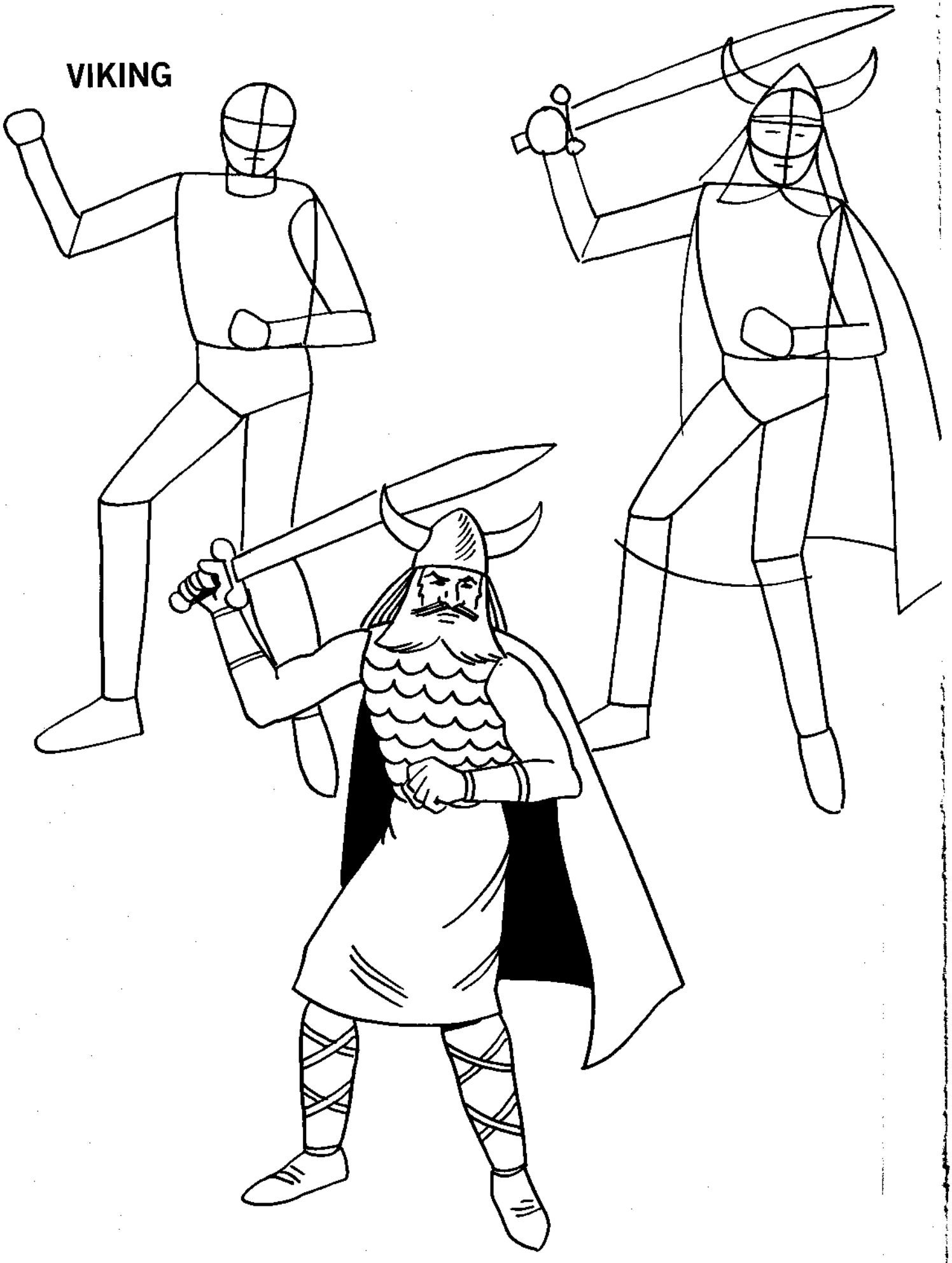




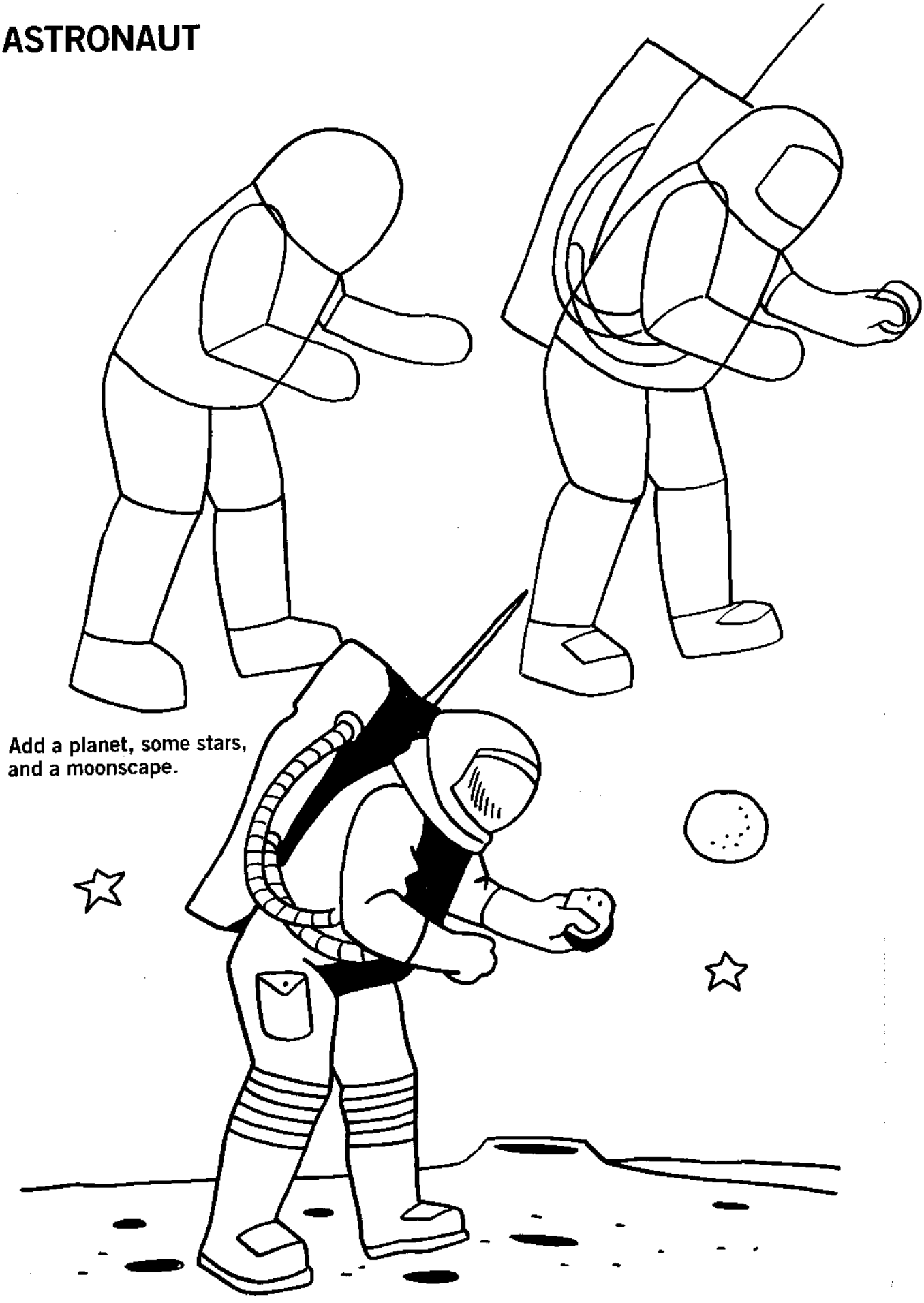


Draw diagonal lines on the knight's armor to make it look shiny and metallic.

VIKING



ASTRONAUT

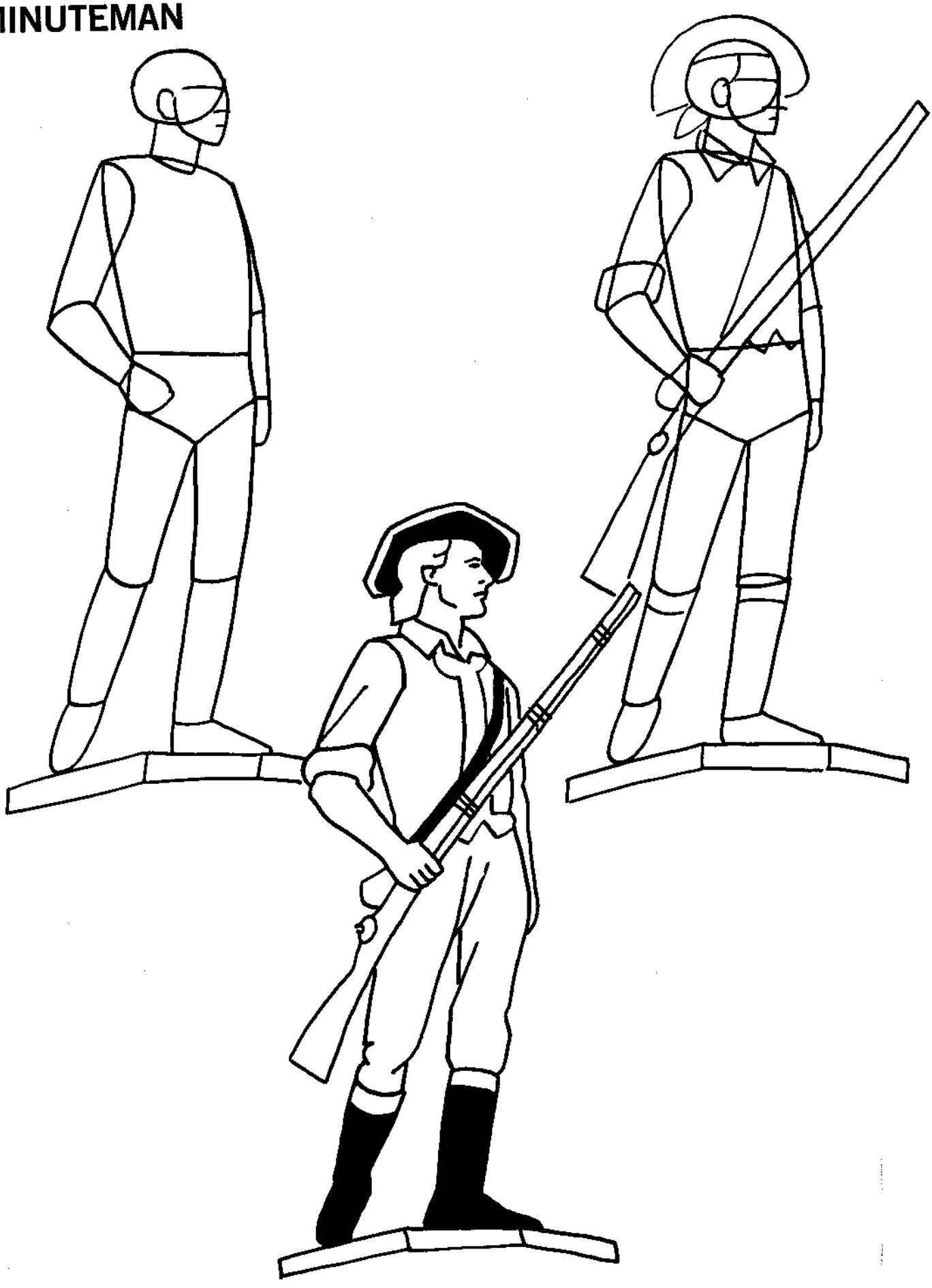


Add a planet, some stars, and a moonscape.

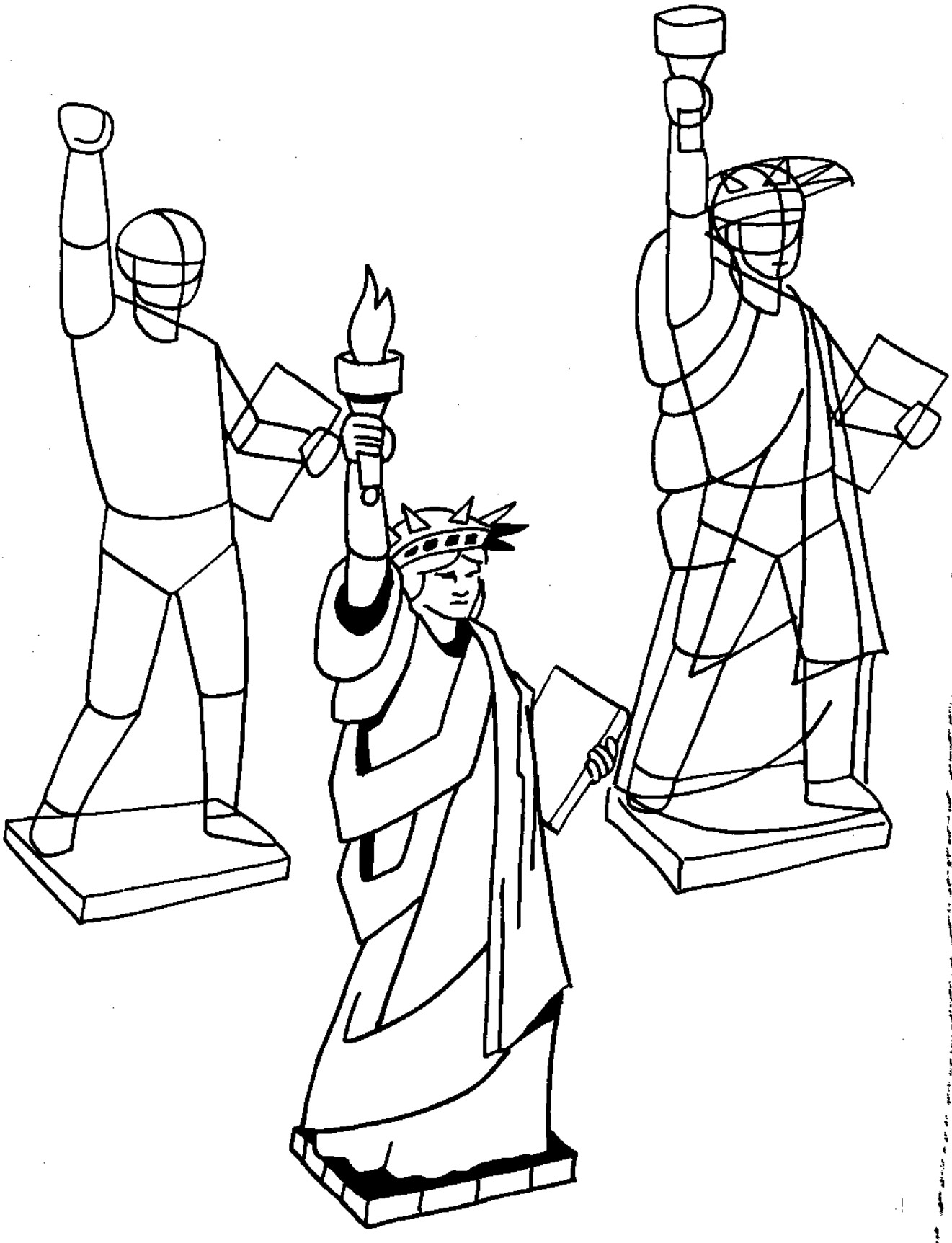
PILGRIM

Draw lines on the cape for folds caused by the material draping over the pilgrim's arm and shoulder.

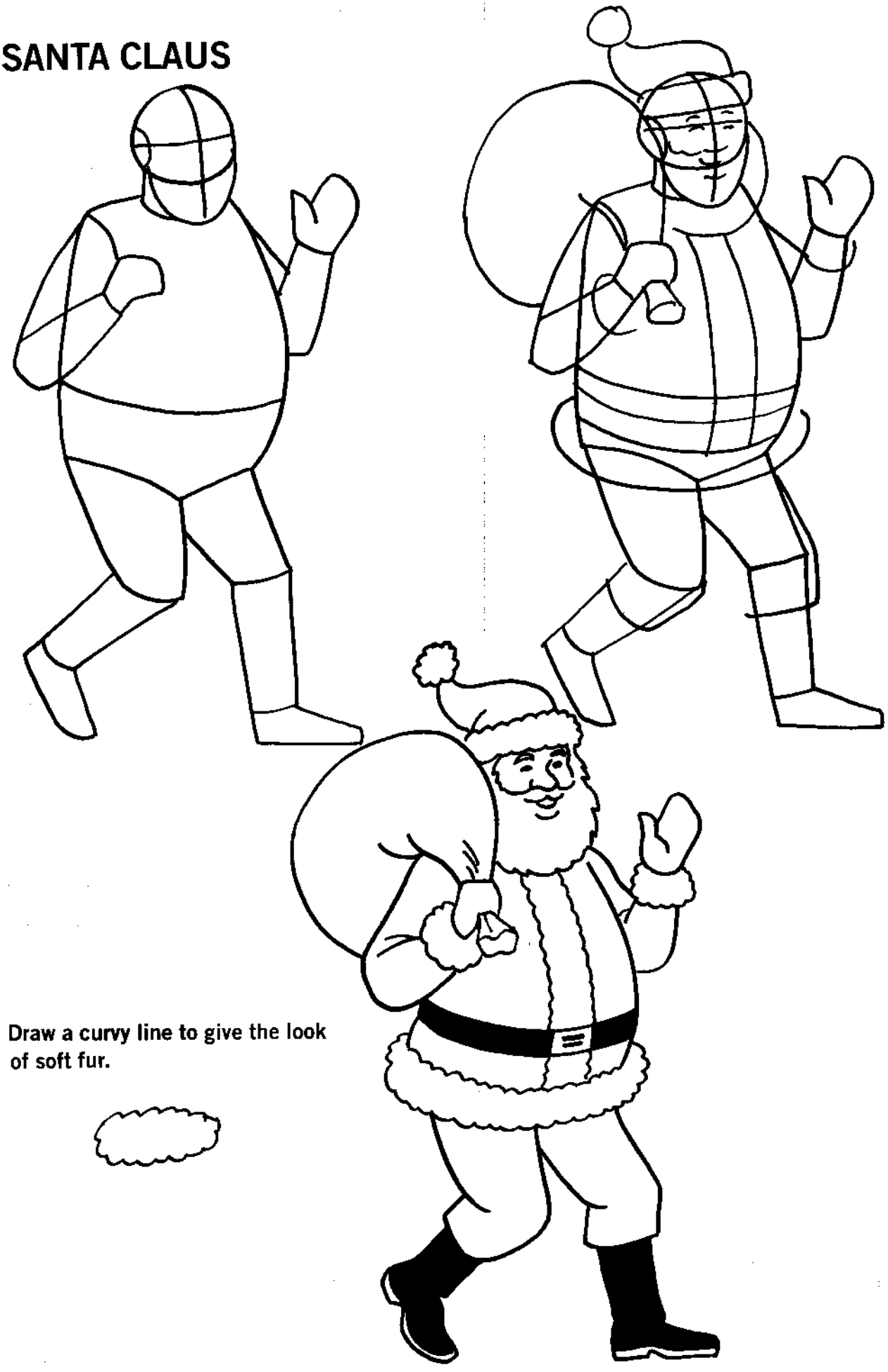
MINUTEMAN



STATUE OF LIBERTY

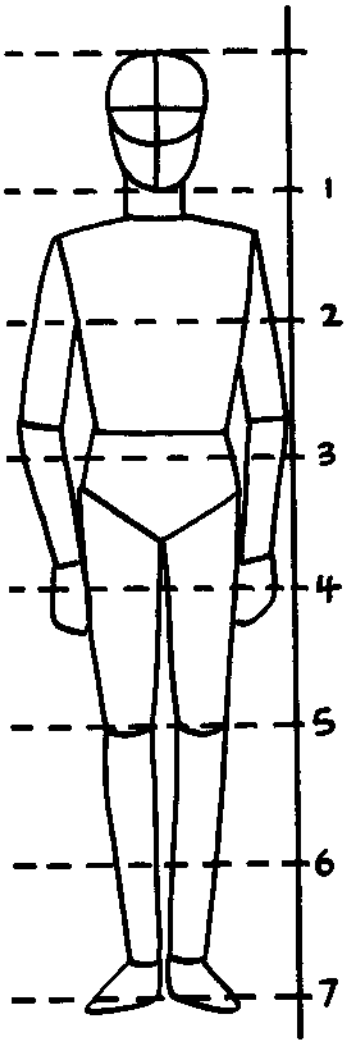


SANTA CLAUS

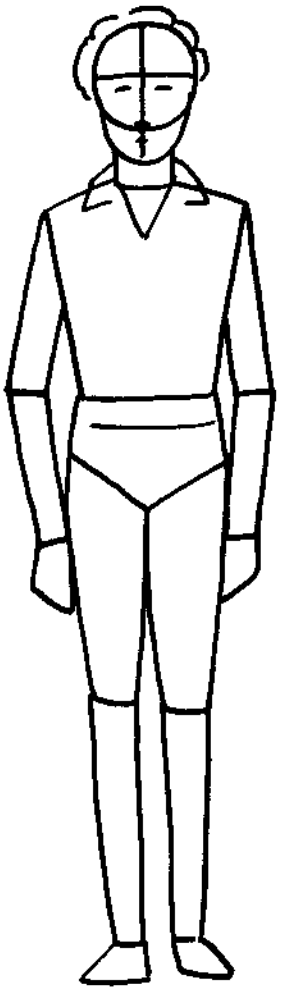


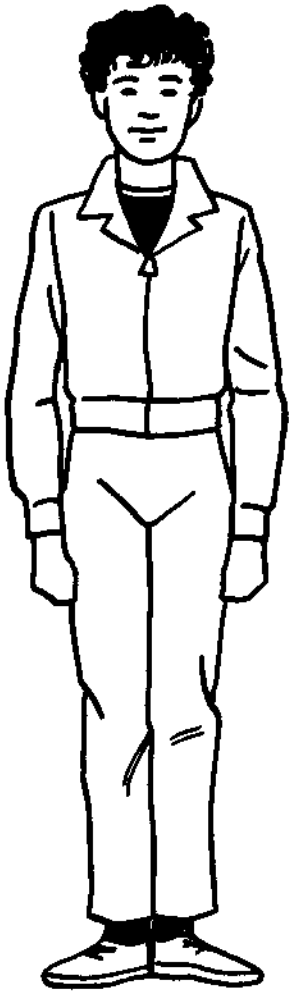
Draw a curvy line to give the look of soft fur.

TIPS FOR DRAWING A TEN-YEAR-OLD CHILD

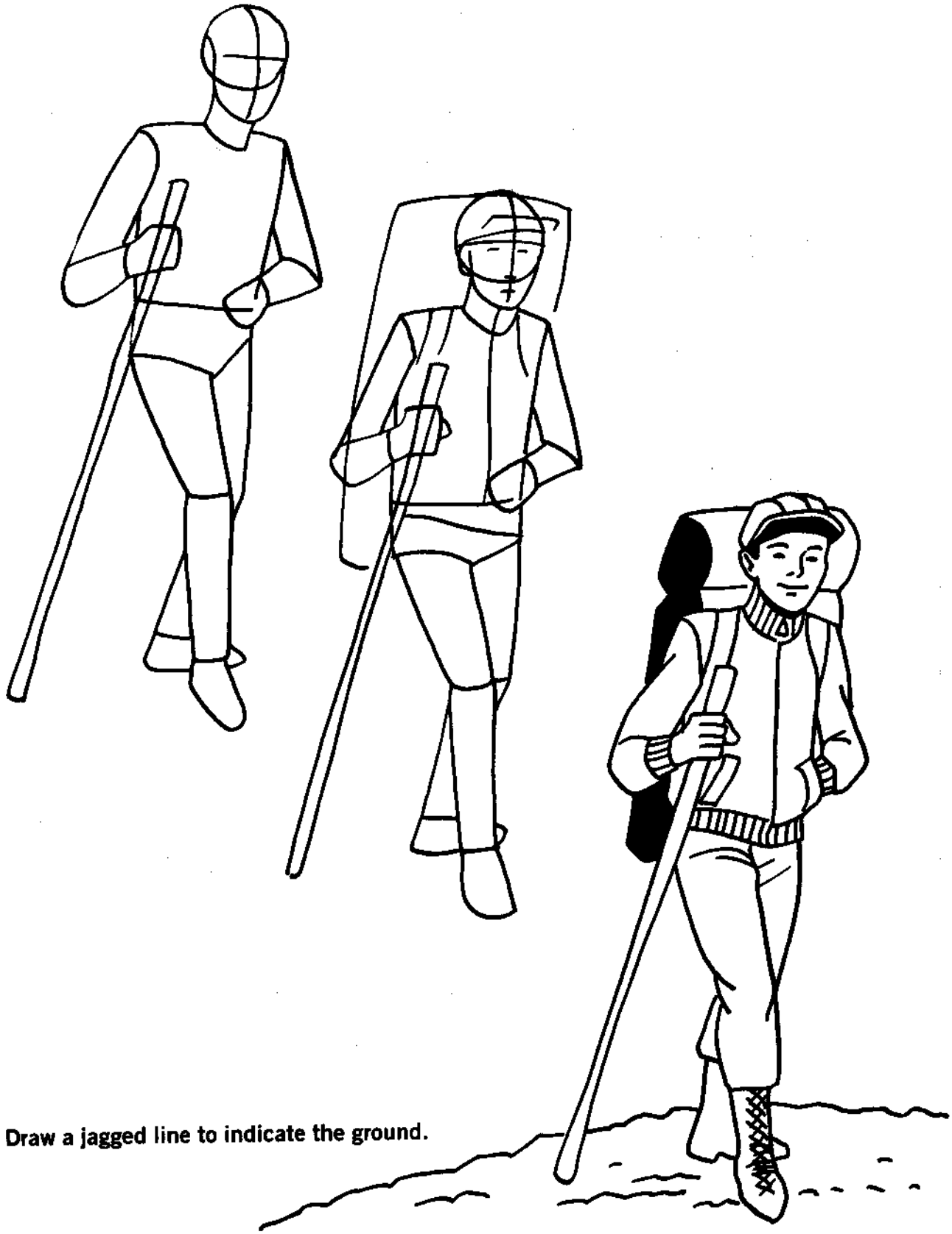


The figure is about seven heads high.



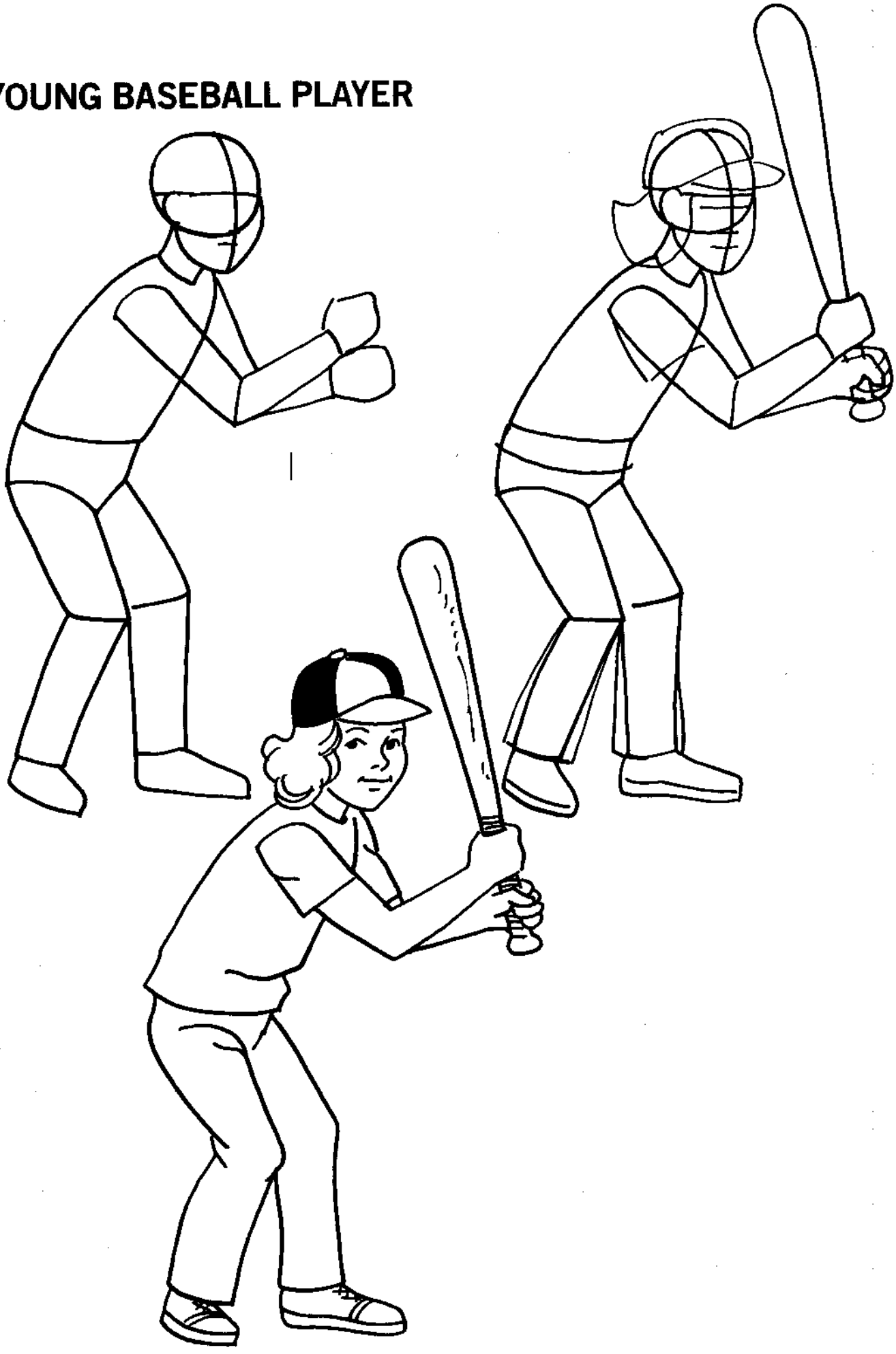


HIKER



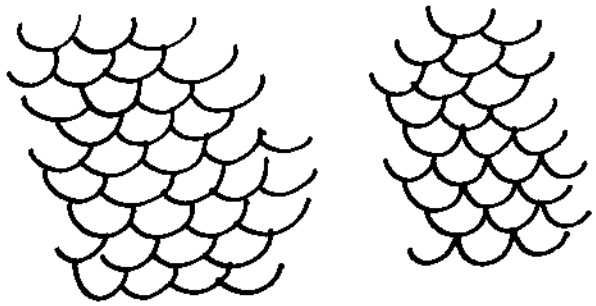
Draw a jagged line to indicate the ground.

YOUNG BASEBALL PLAYER



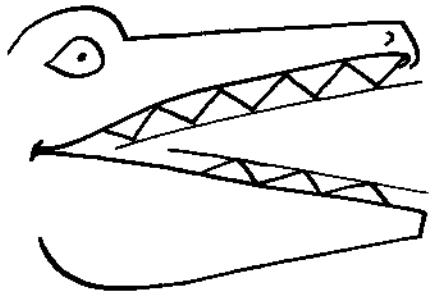
TIPS FOR DRAWING PREHISTORIC ANIMALS AND CREATURES

1. Draw a series of semicircles close together to give the look of tough, scaled skin.



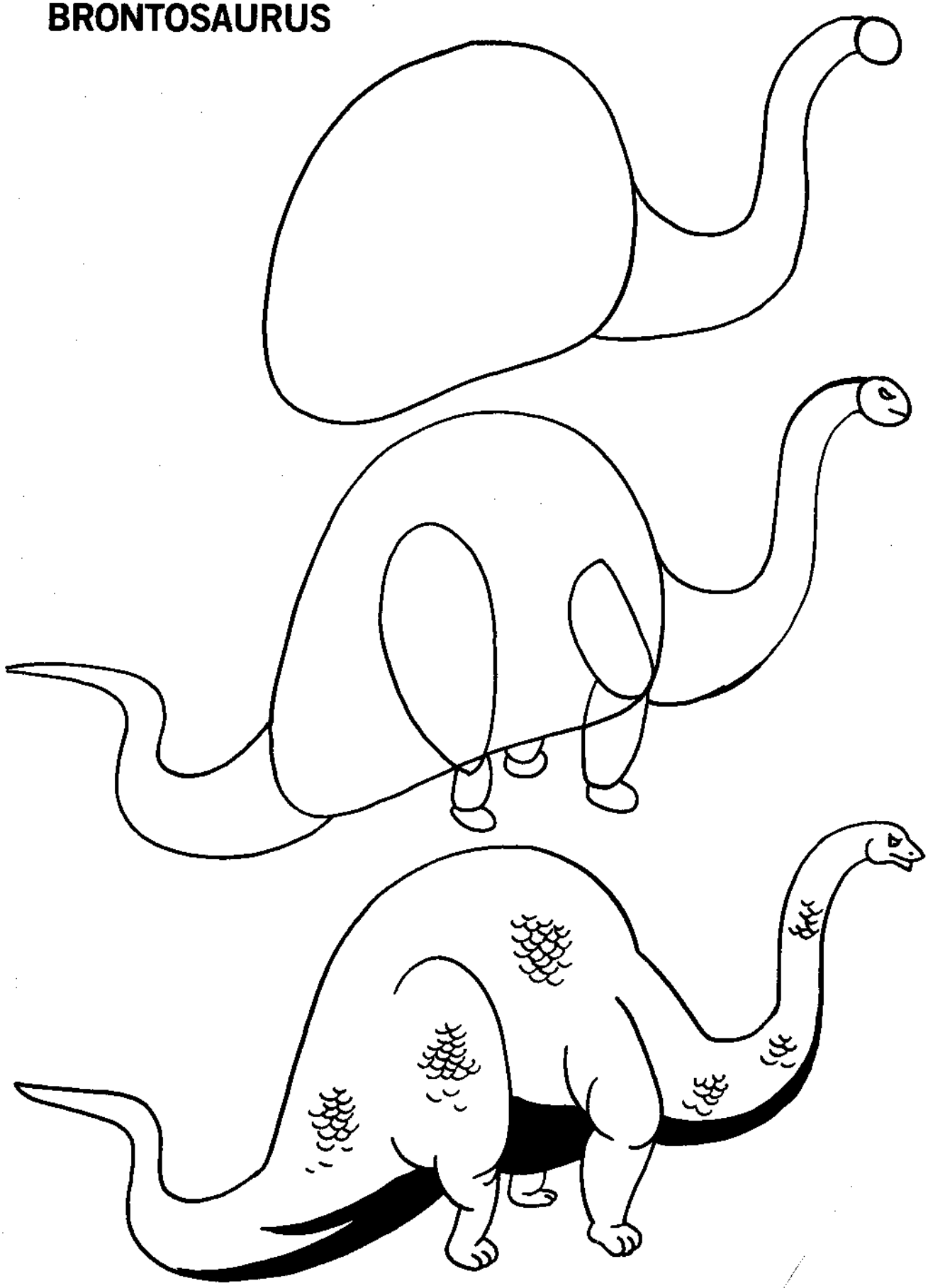
2. Draw a series of short lines to give the look of hair.

3. Always use guidelines when drawing saw-toothed shapes.

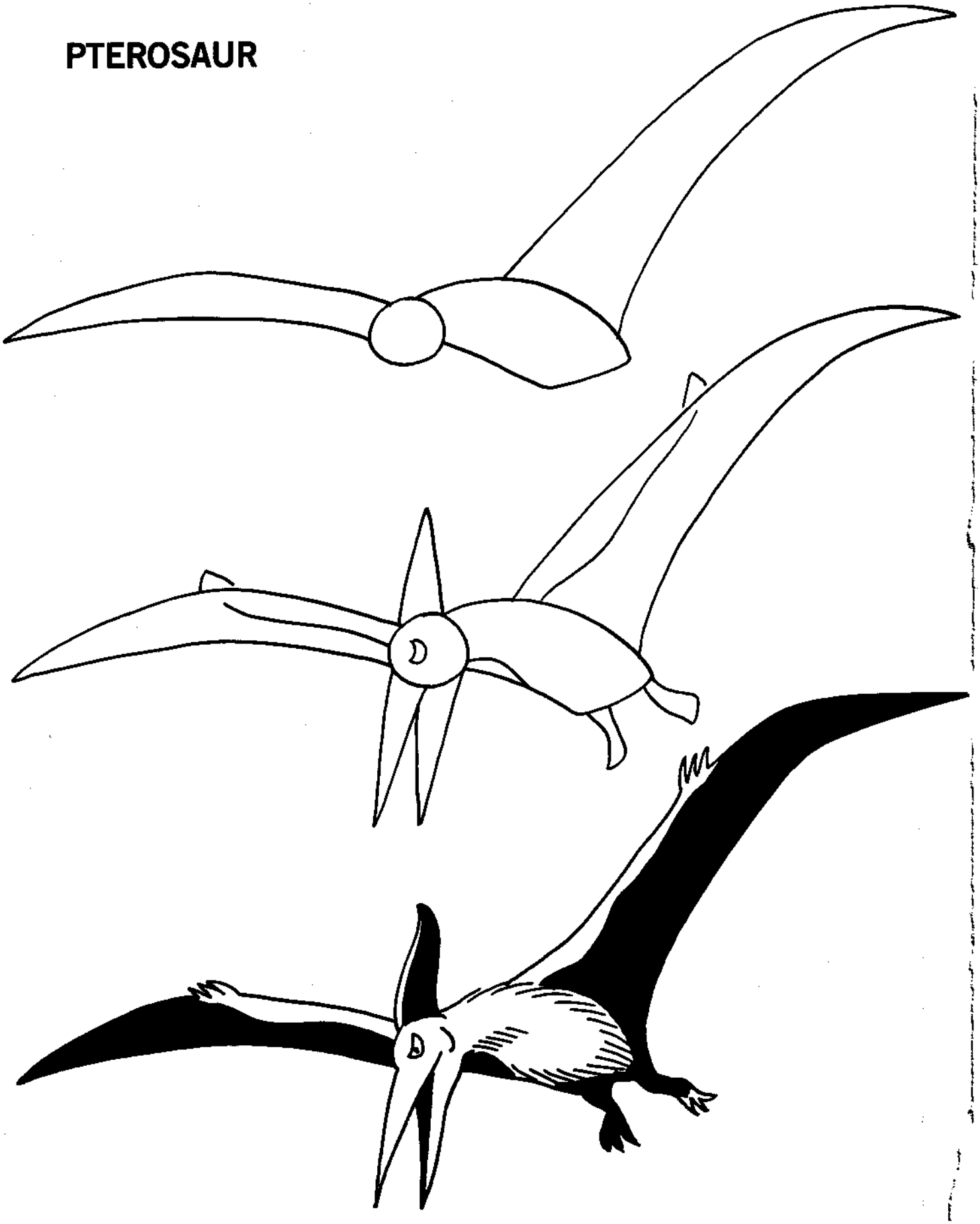


4. Draw eyes in a half-moon shape to make them look fierce.

BRONTOSAURUS

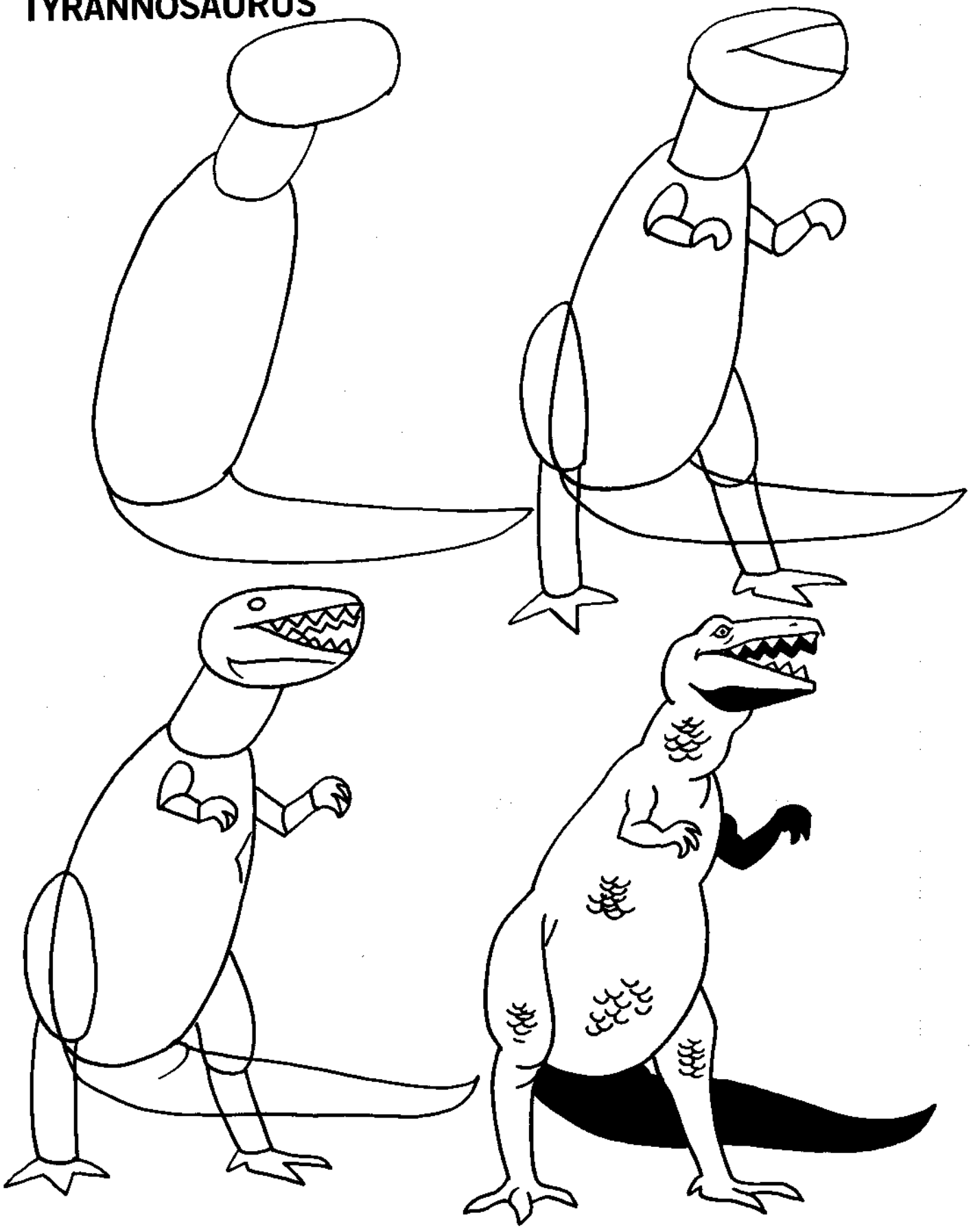


PTEROSAUR

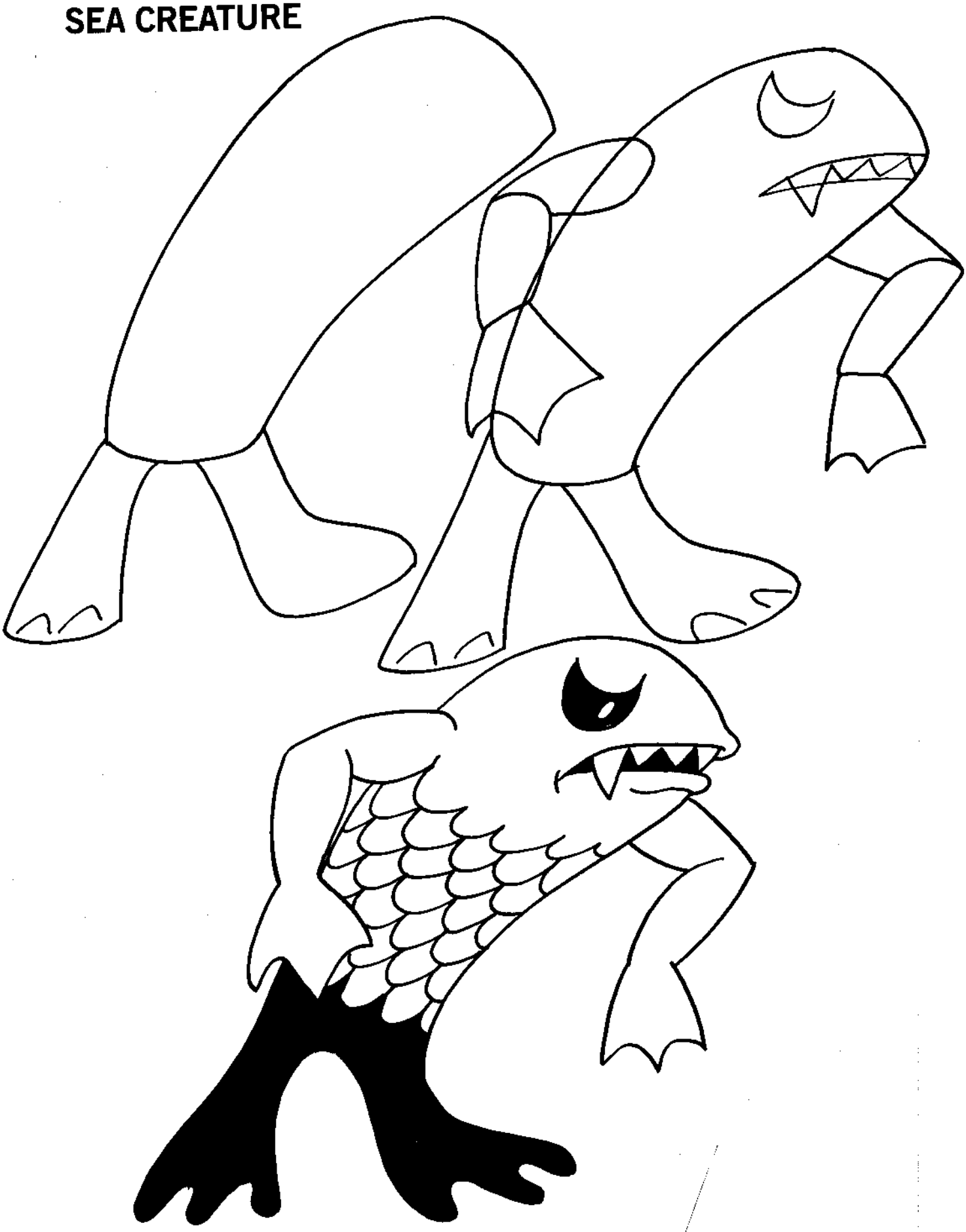


TRICERATOPS

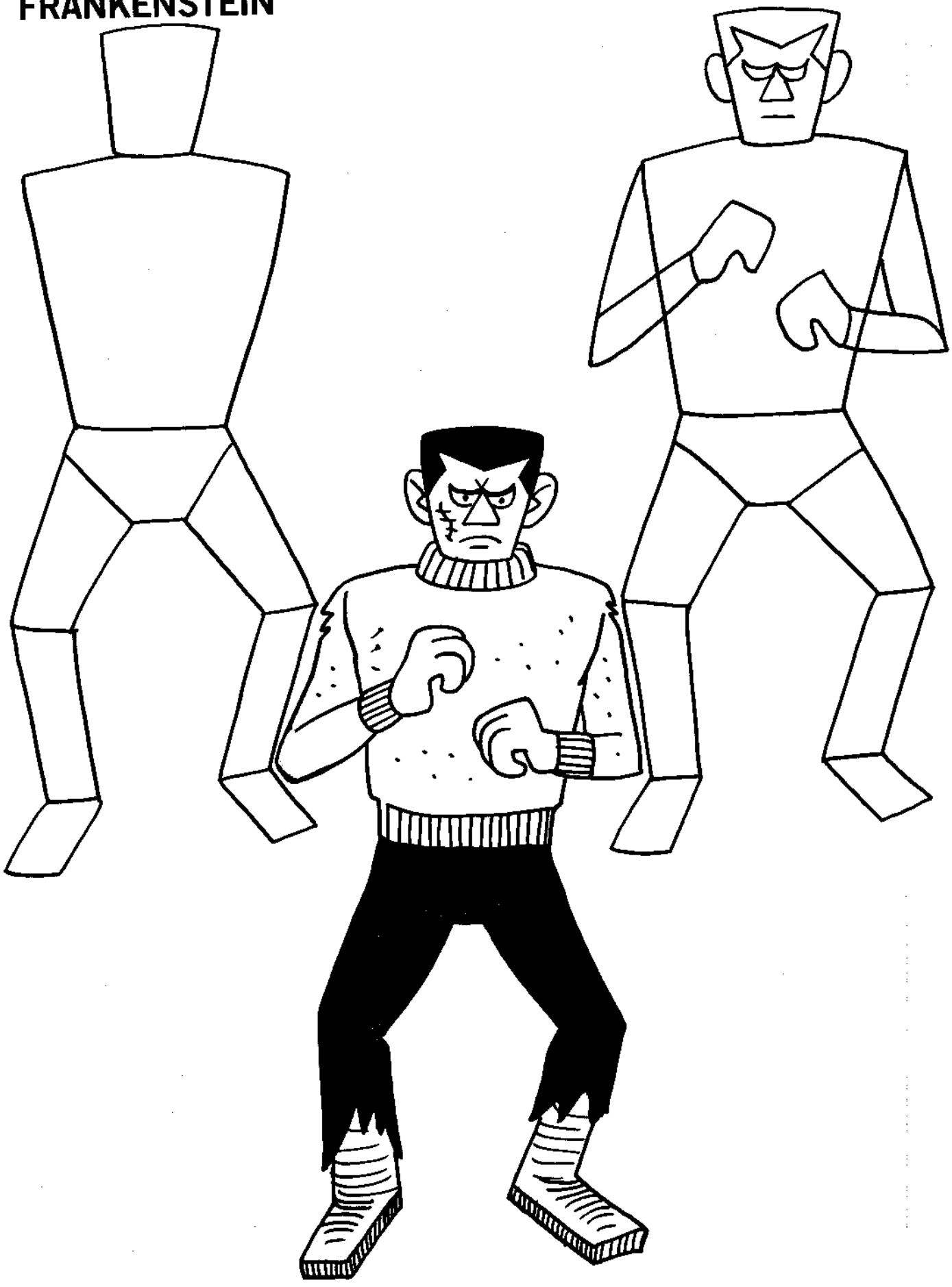
TYRANNOSAURUS



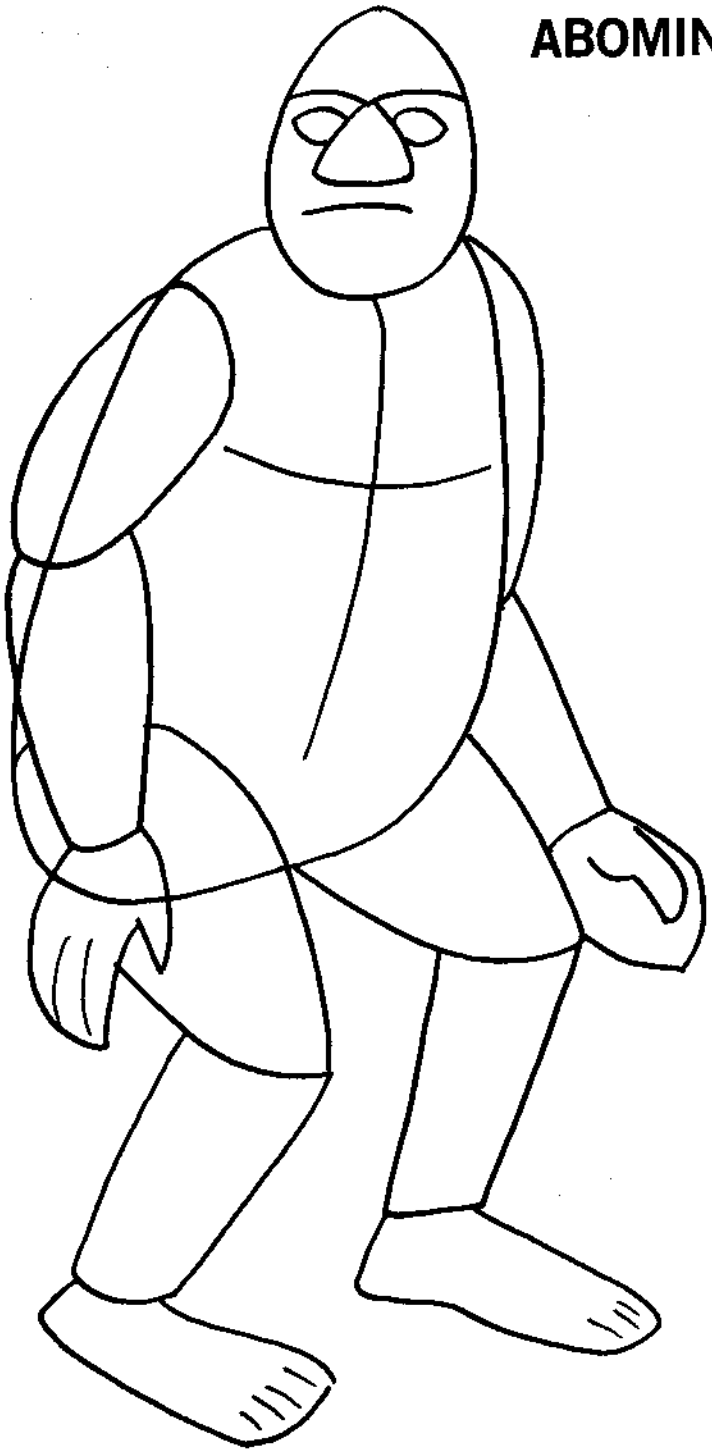
SEA CREATURE



FRANKENSTEIN



ABOMINABLE SNOWMAN

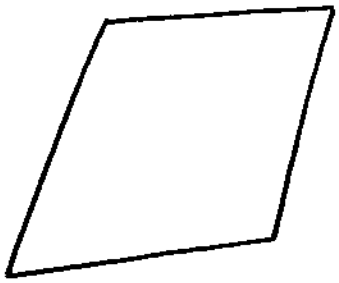


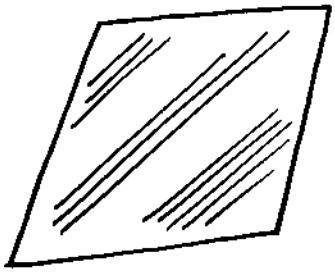
Cover his body with hair.

TIPS FOR DRAWING VEHICLES THAT TRAVEL

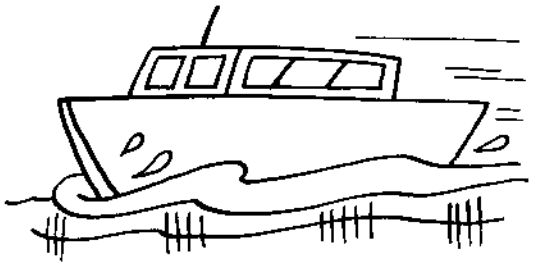
1. Draw the basic propeller shape.

2. Make it move by filling the shape with a zig-zag line.

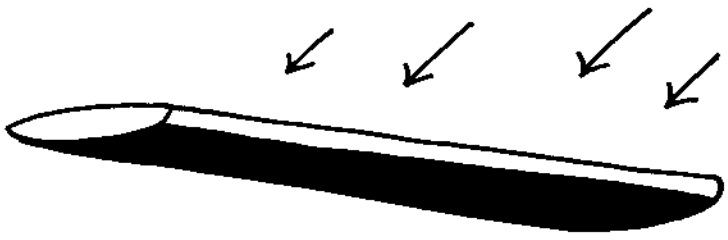




3. Draw straight lines on an angle to create the look of glass.



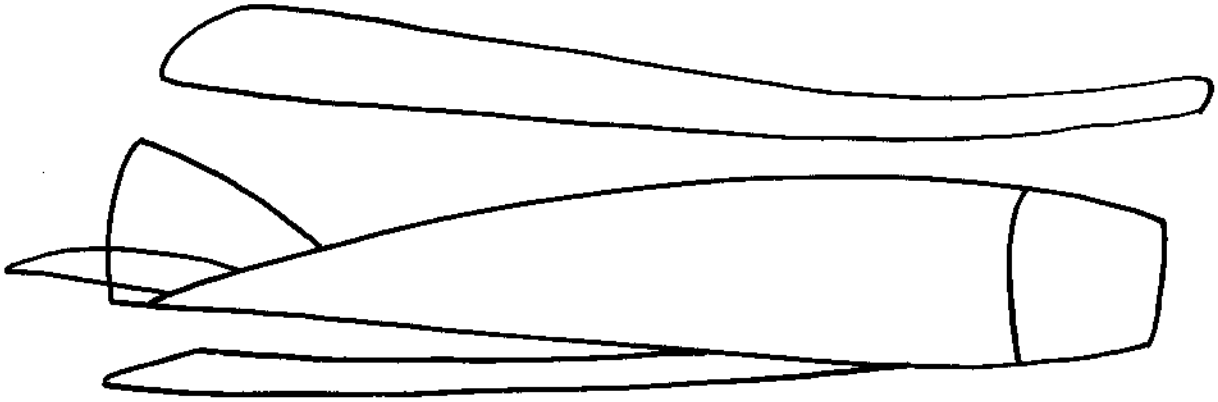
5. A boat will appear in motion by drawing a wake and splashing drops of water.

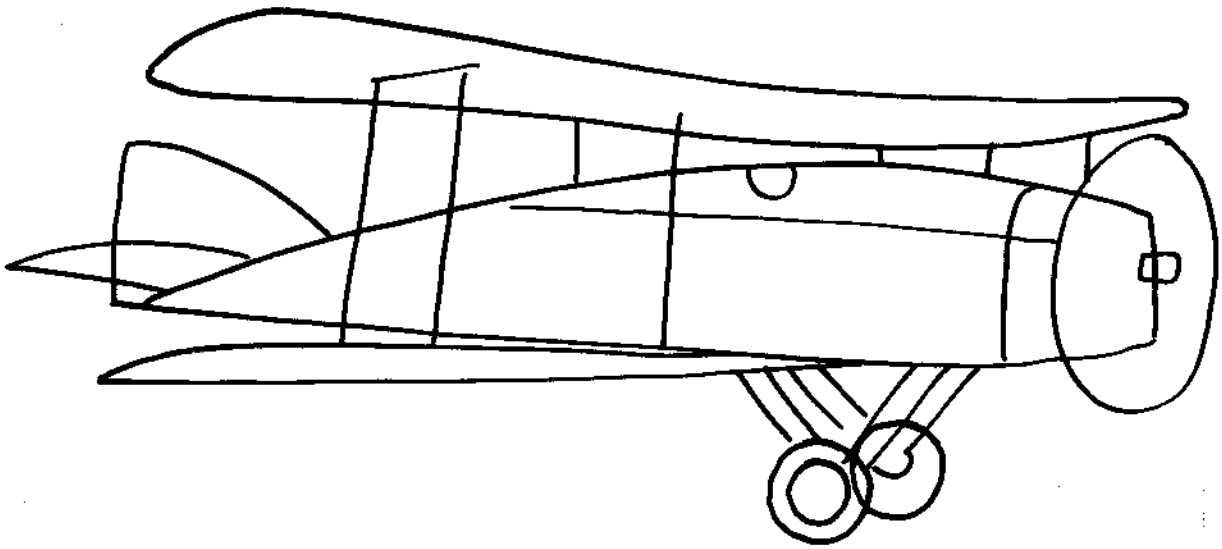


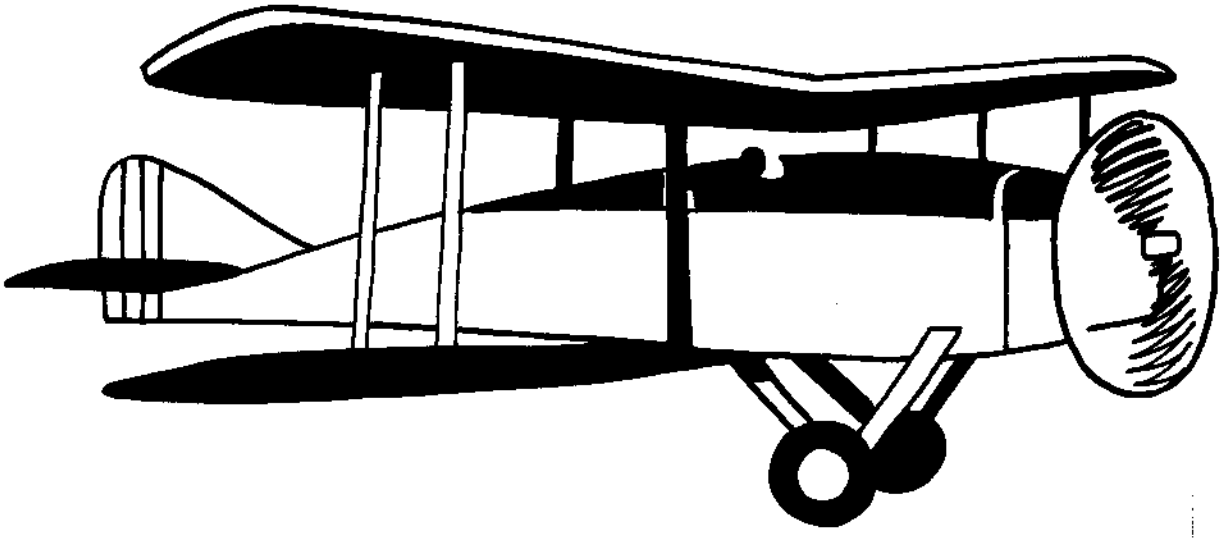
4. Keep the light source in mind. If light can't reach a spot, it should be dark.

6. Add dark areas to create a design.

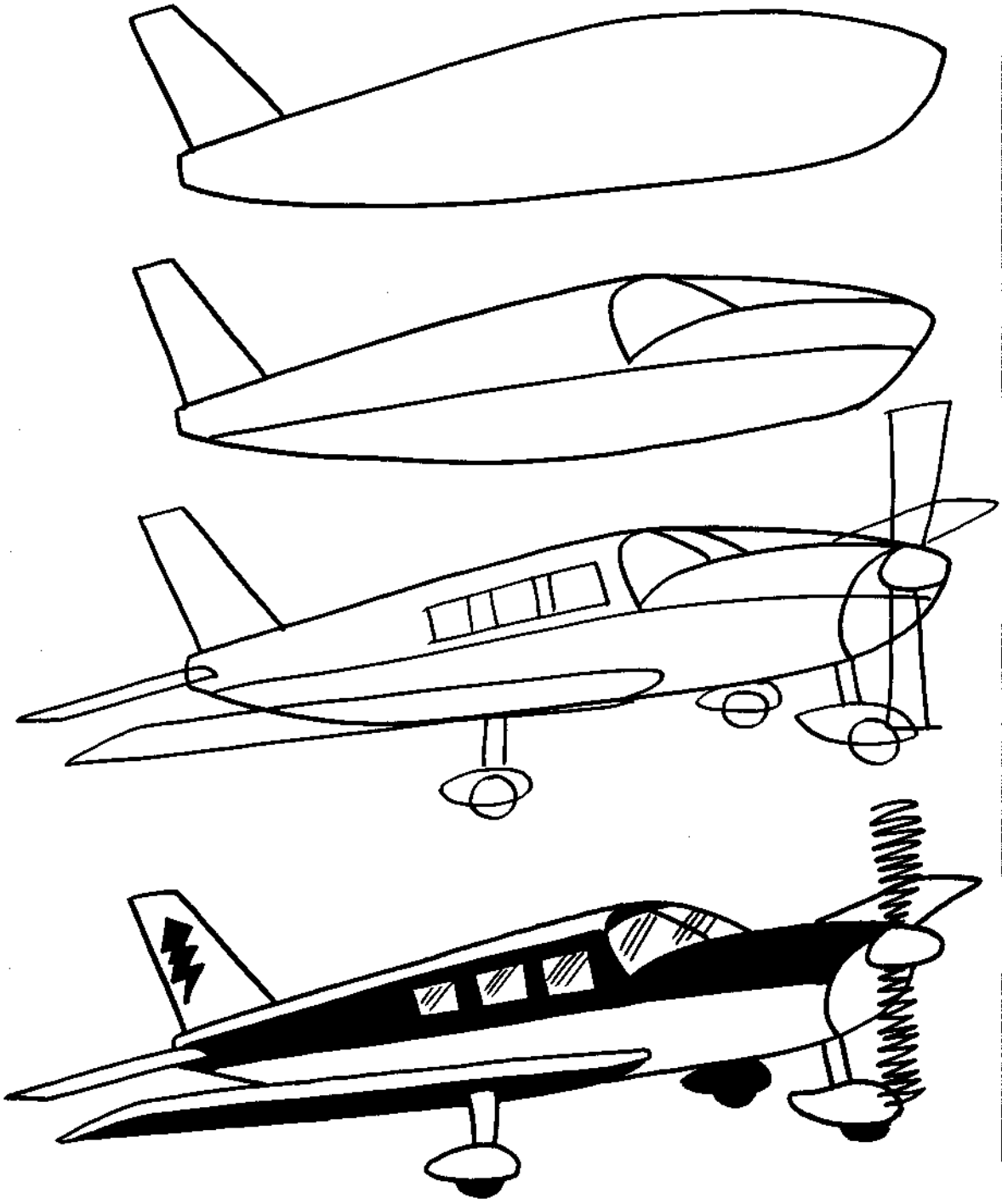
BIPLANE



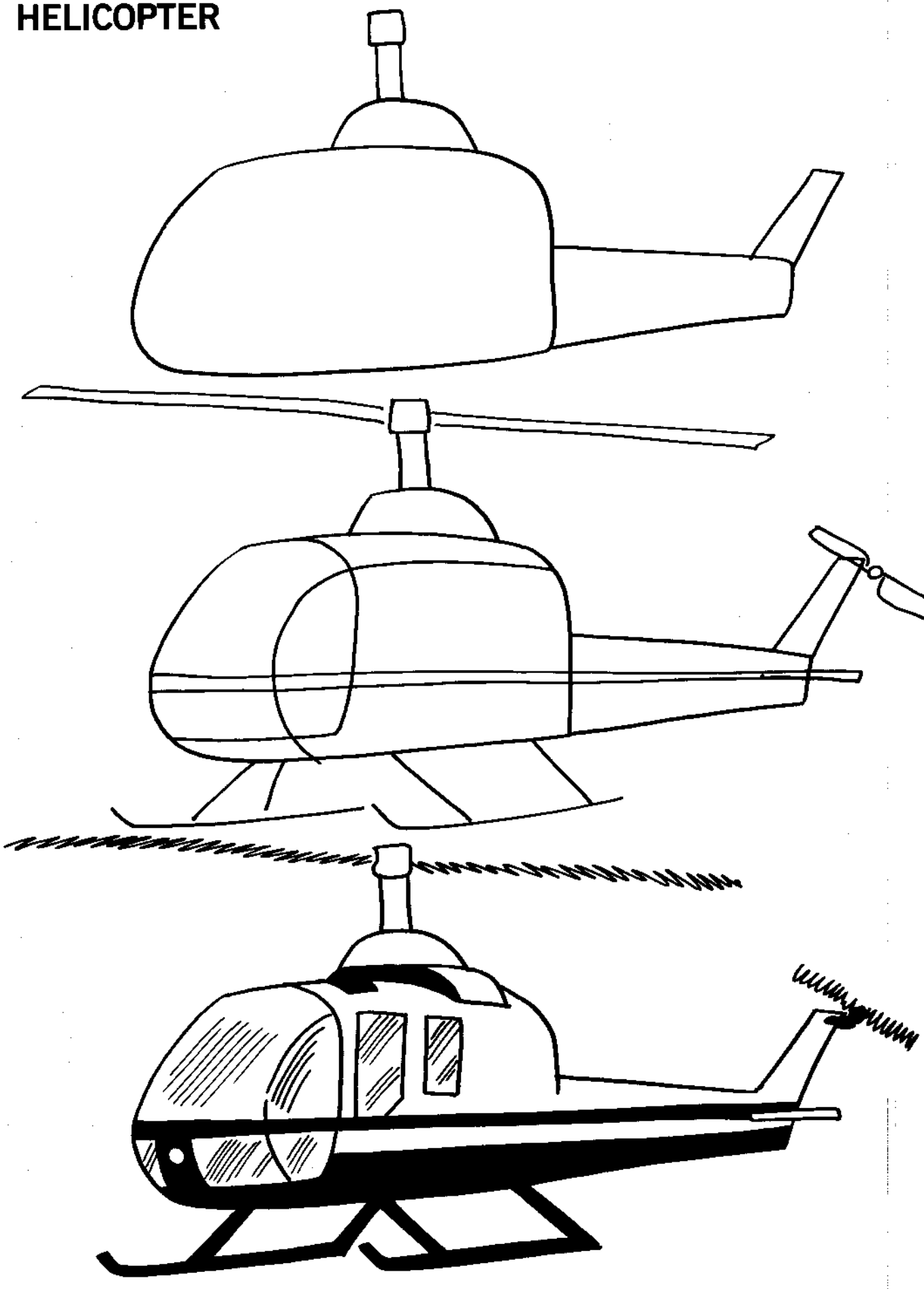




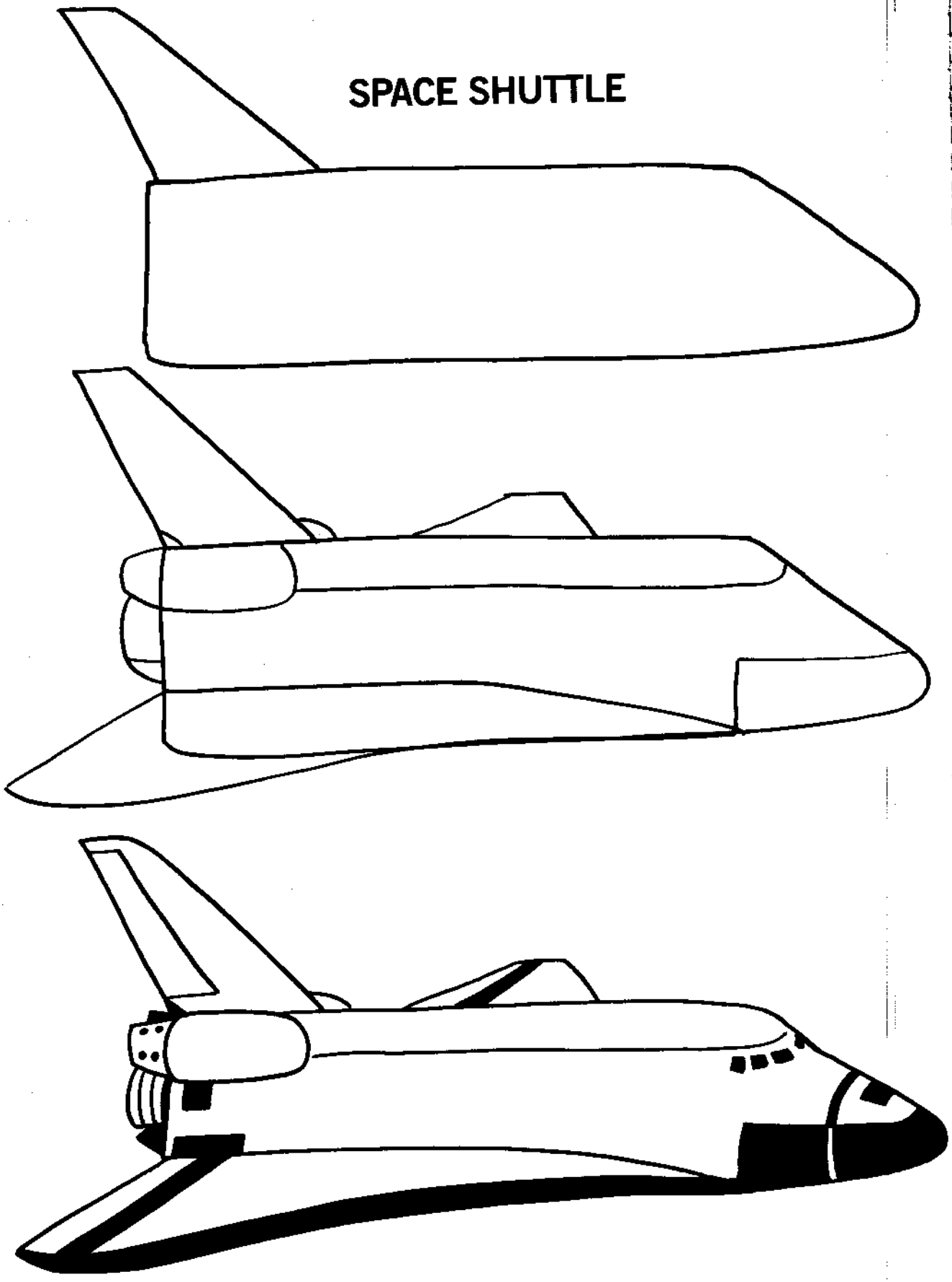
PRIVATE PLANE



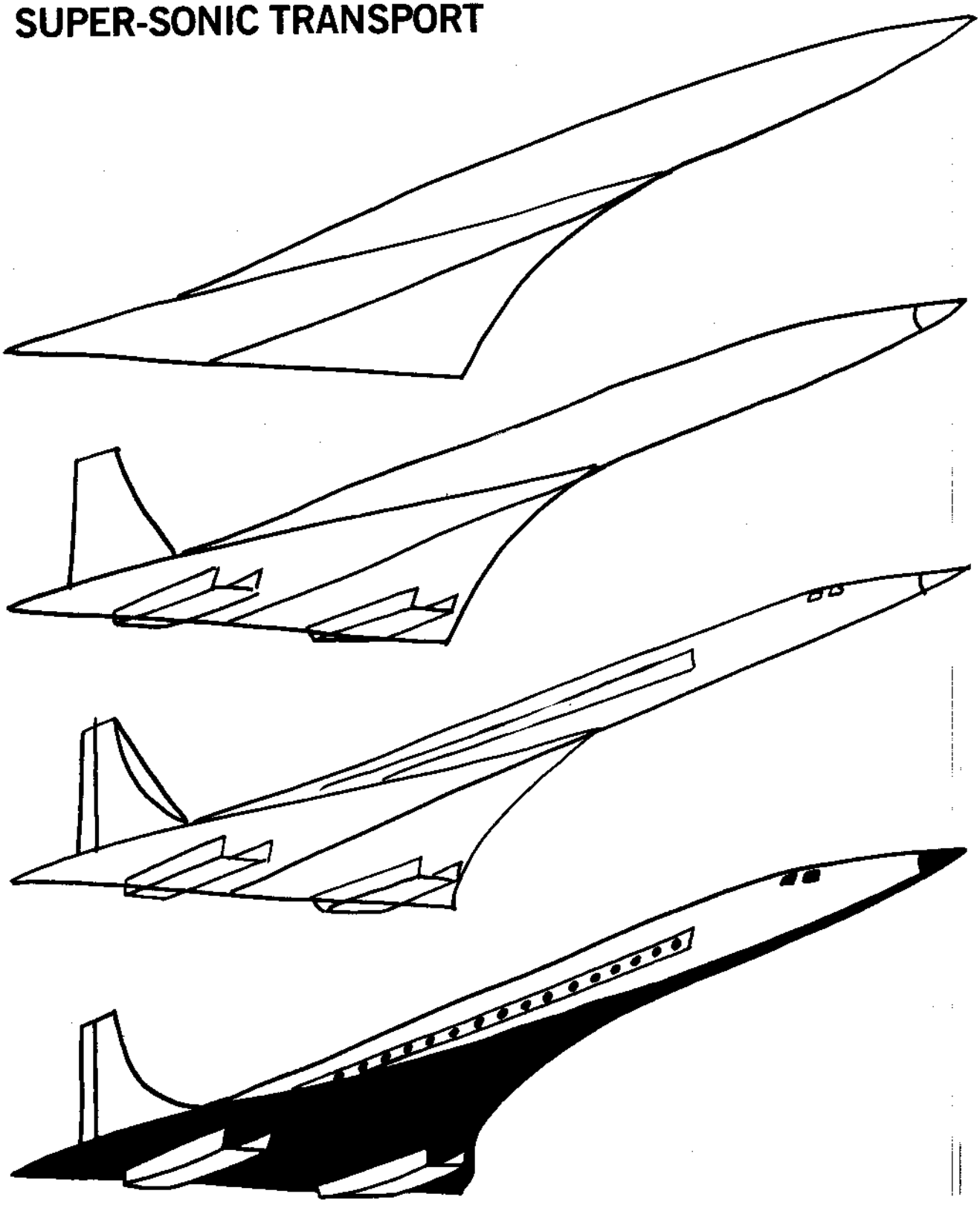
HELICOPTER



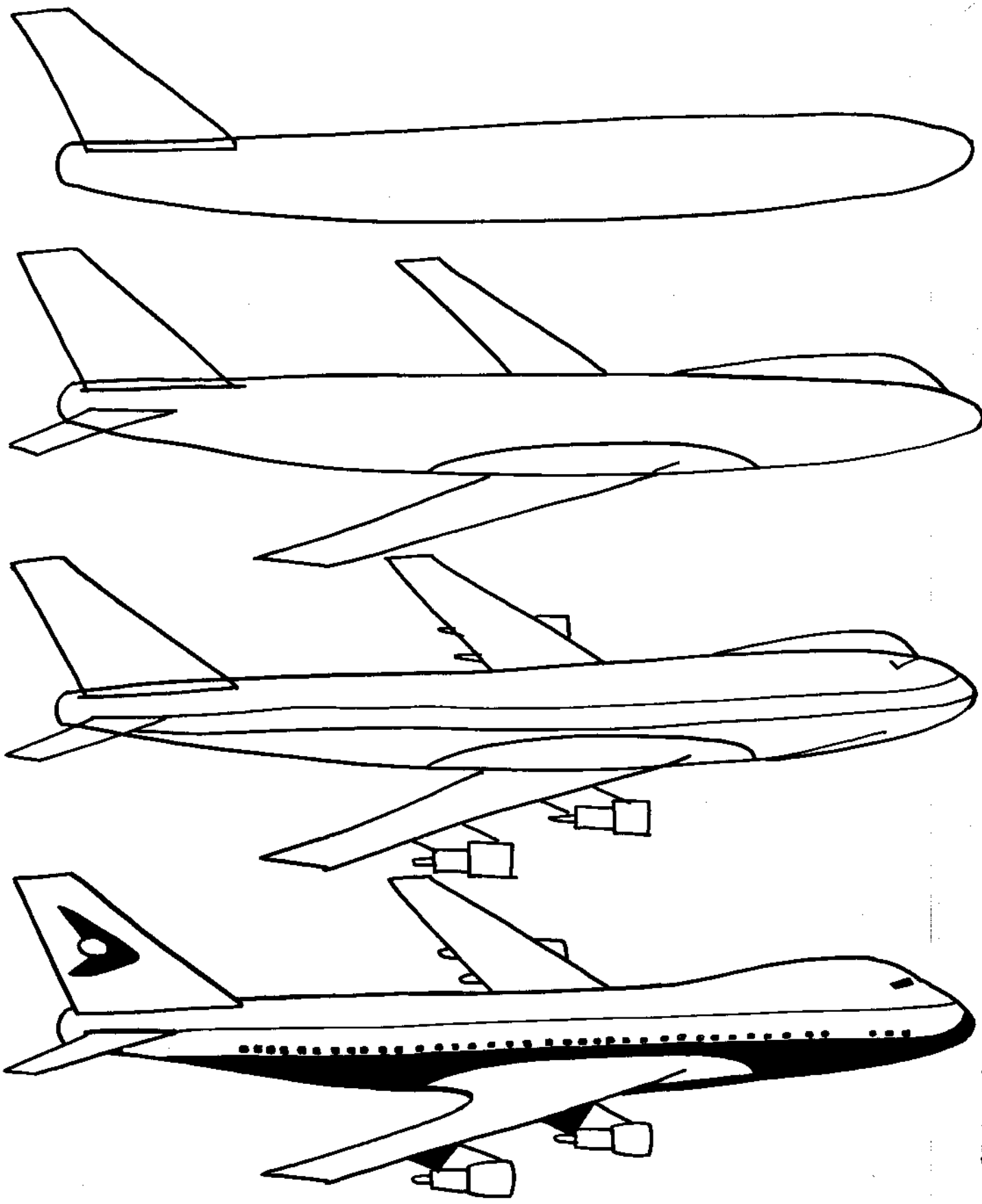
SPACE SHUTTLE



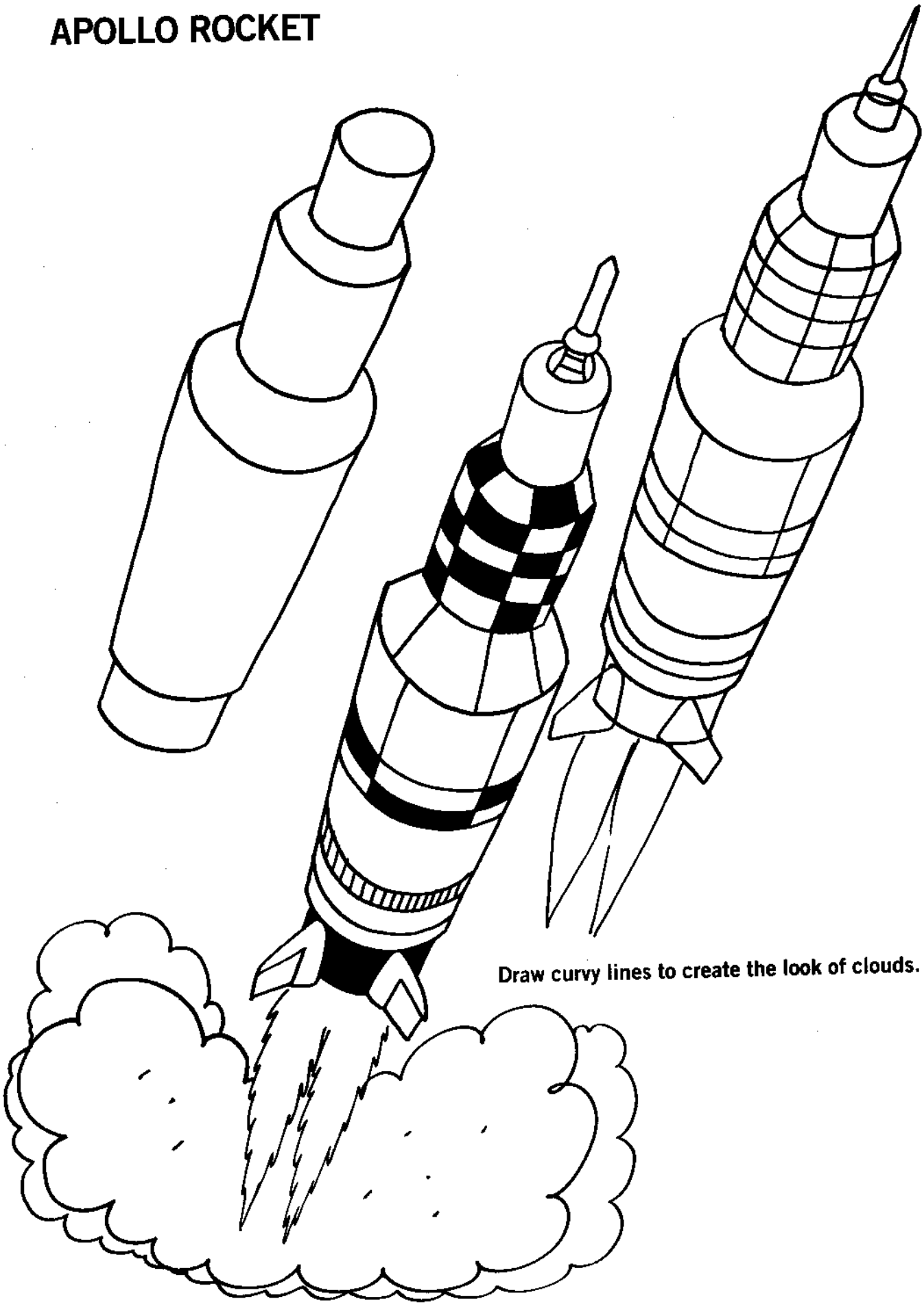
SUPER-SONIC TRANSPORT



747 JUMBO JET

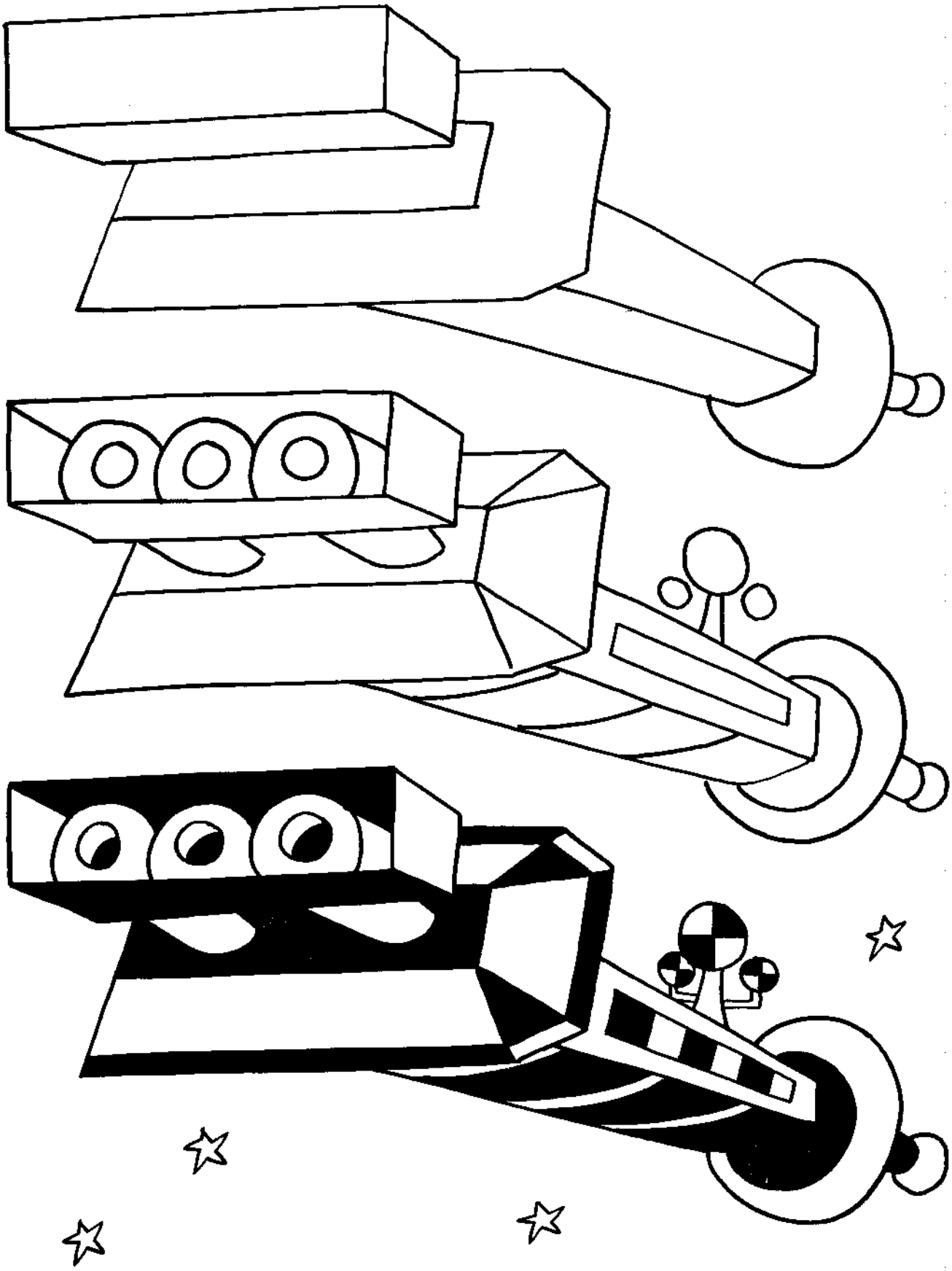


APOLLO ROCKET

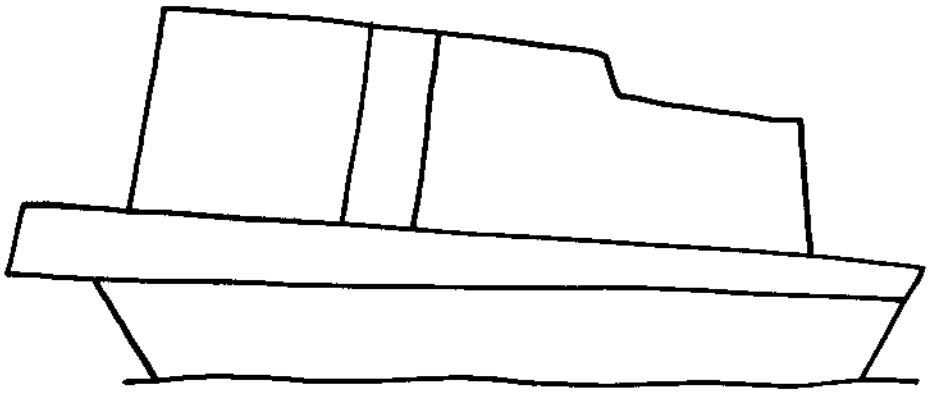


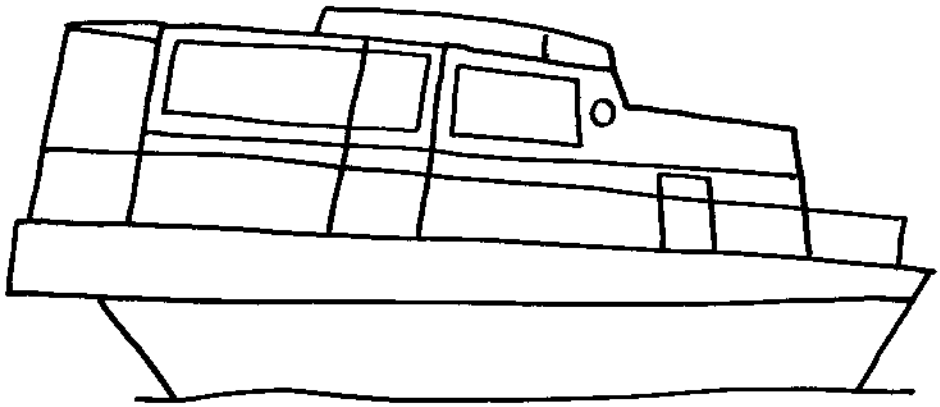
Draw curvy lines to create the look of clouds.

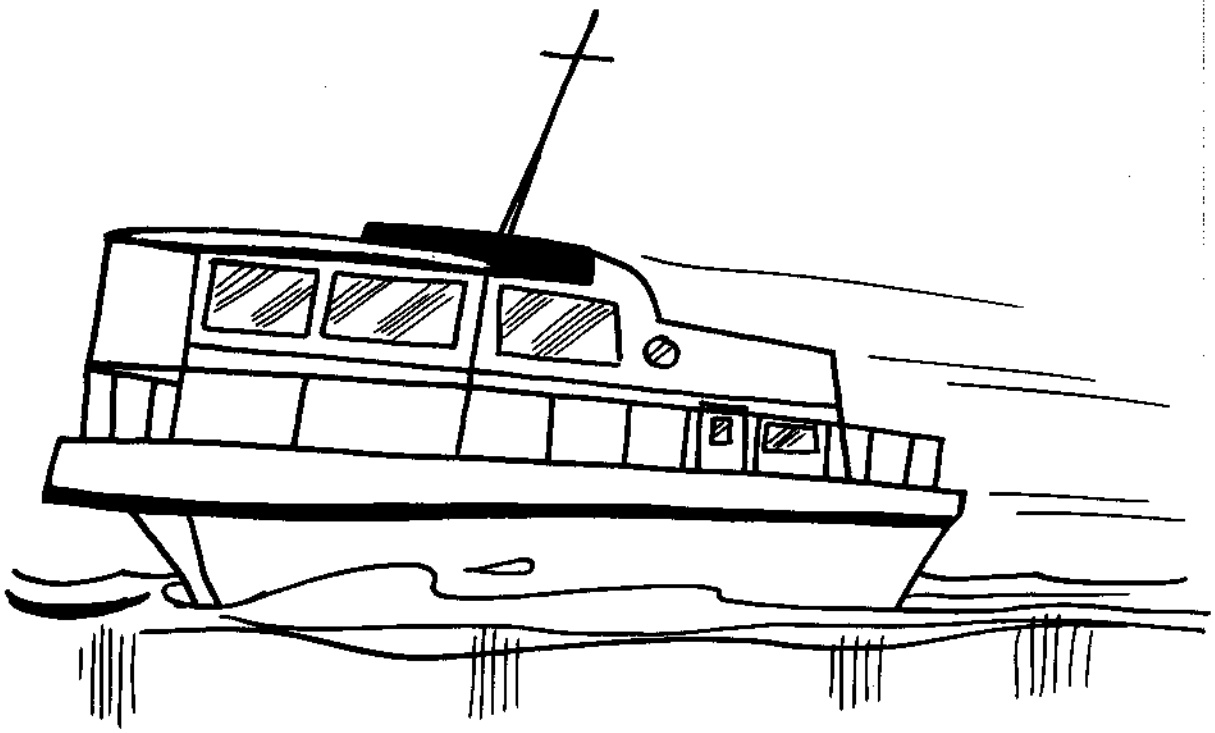
FUTURE SPACECRAFT



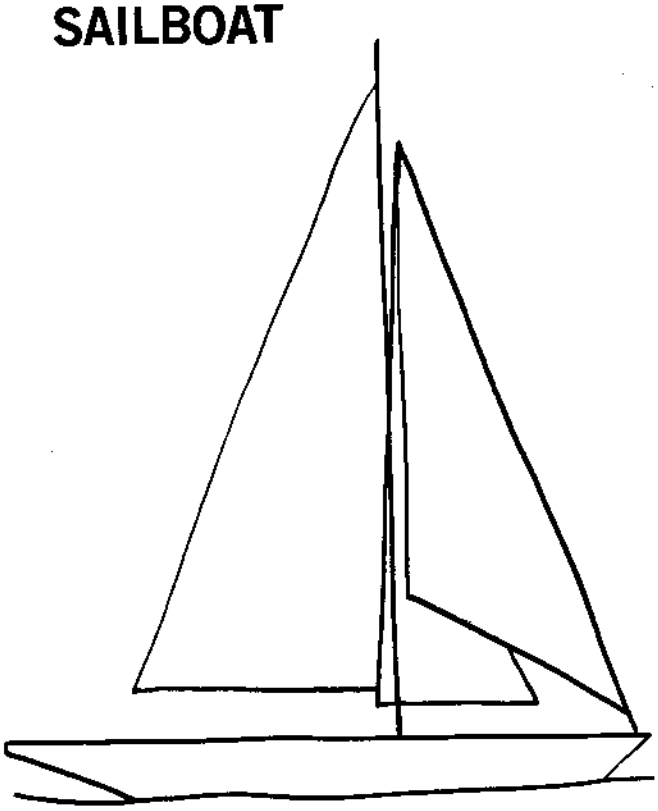
CRUISER

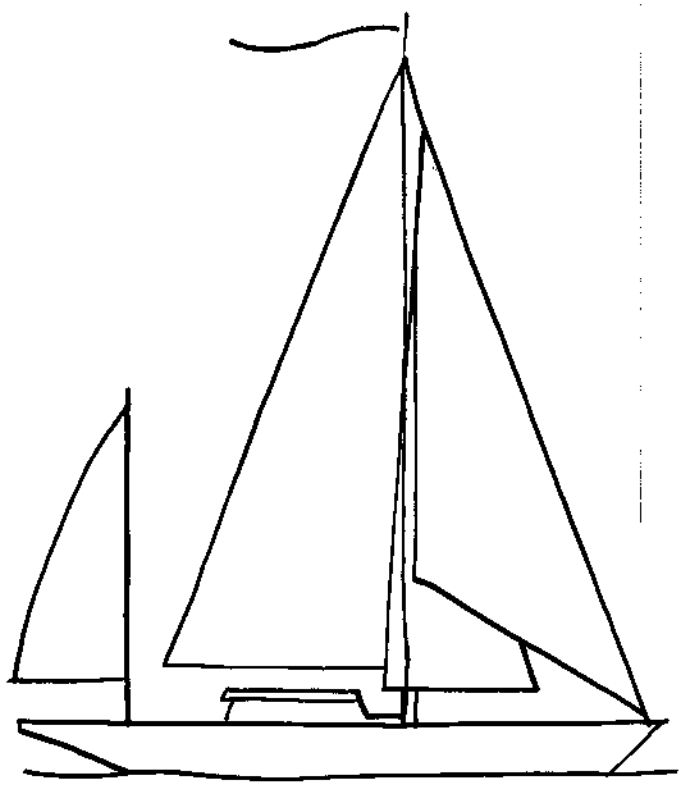


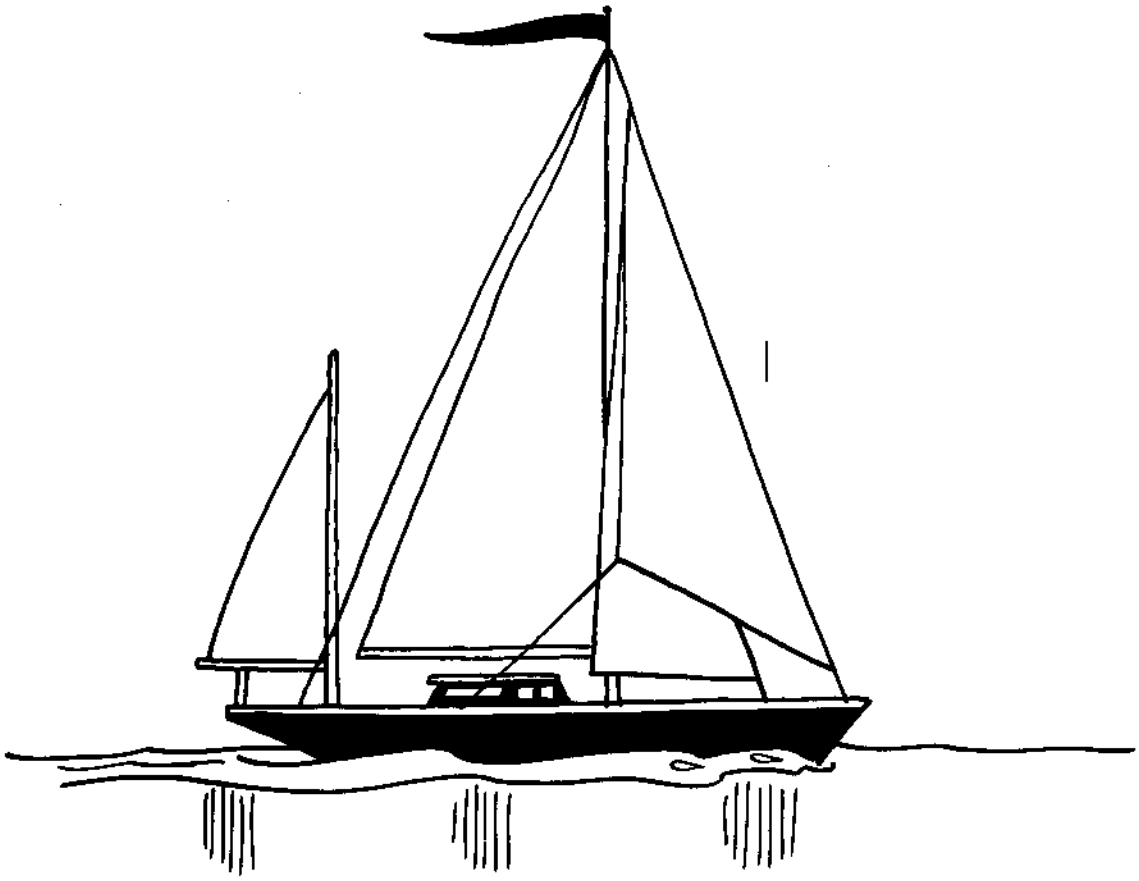




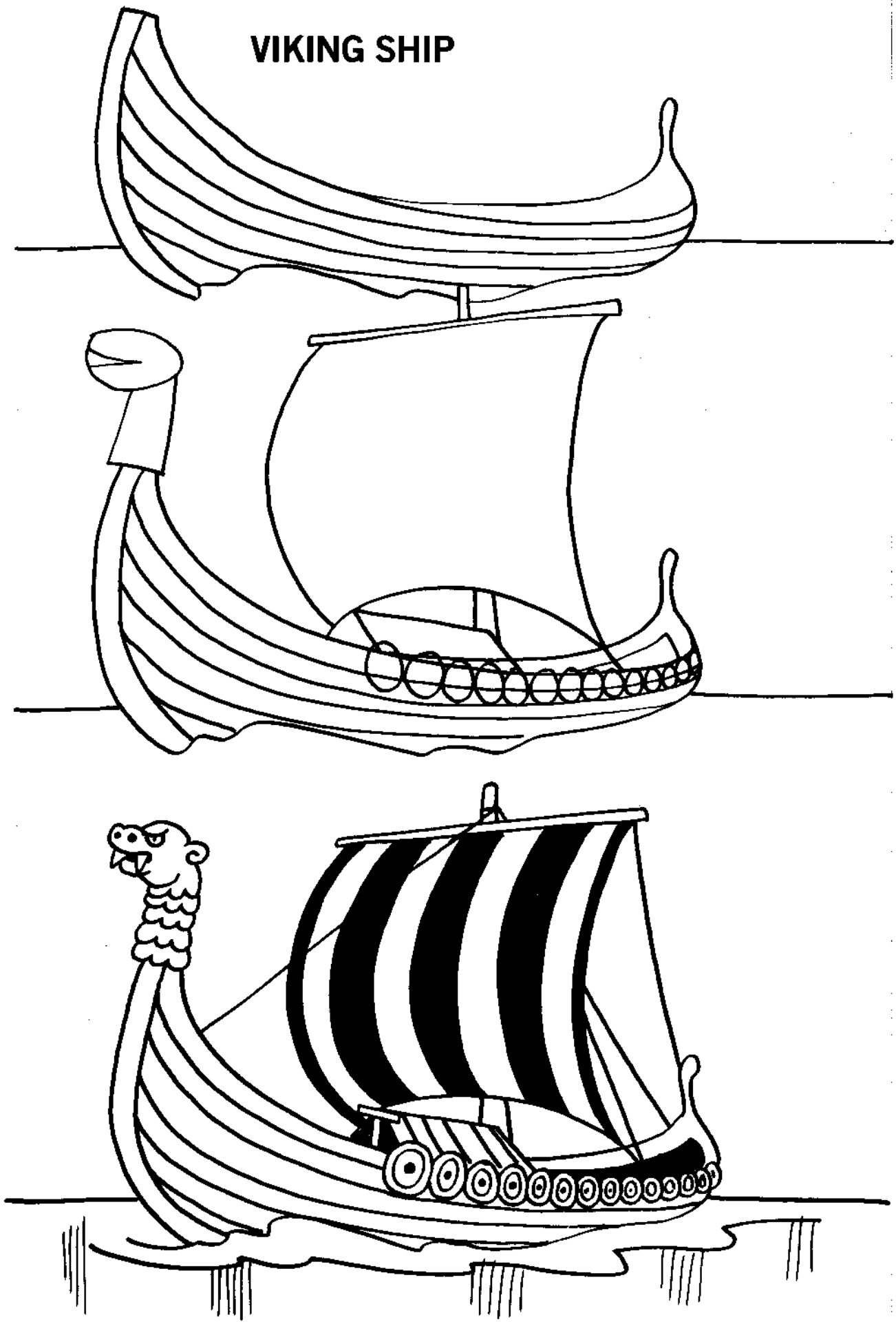
SAILBOAT



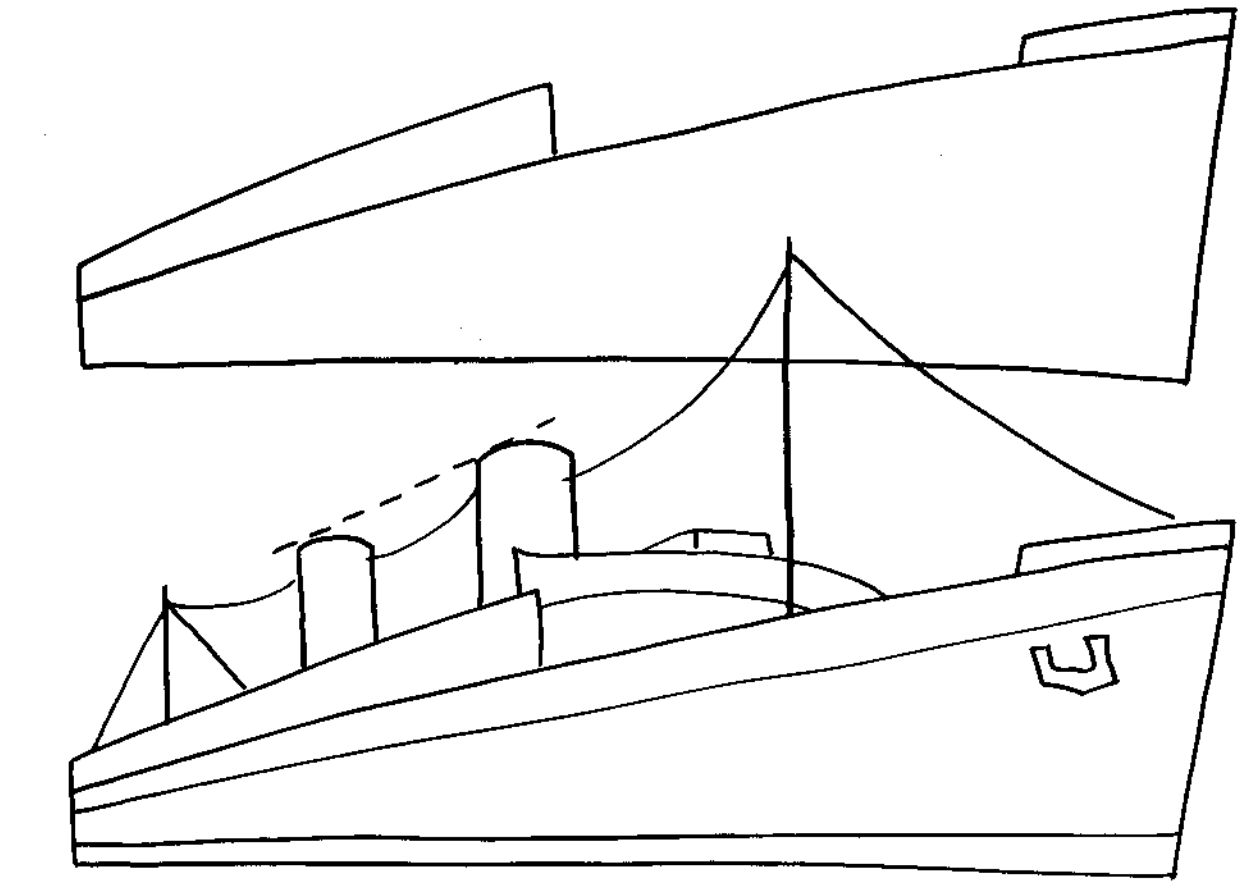


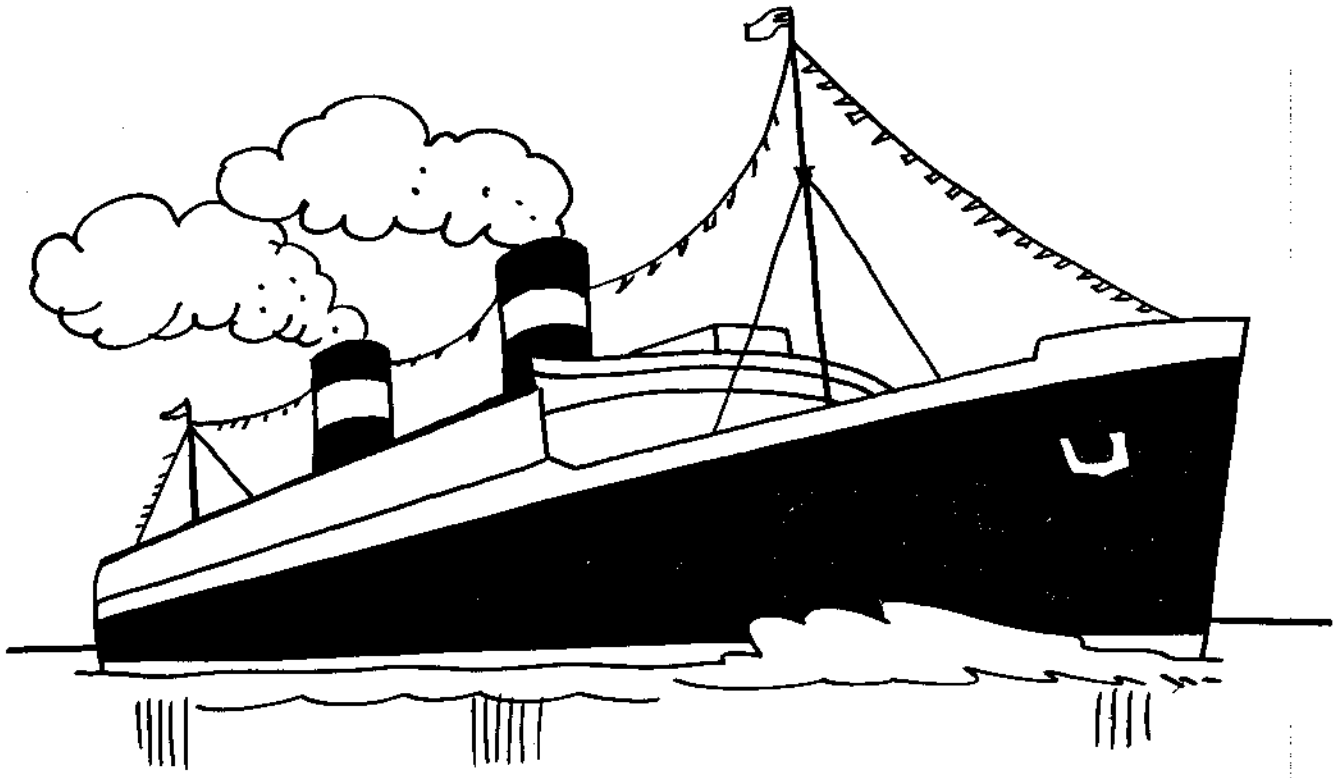


VIKING SHIP

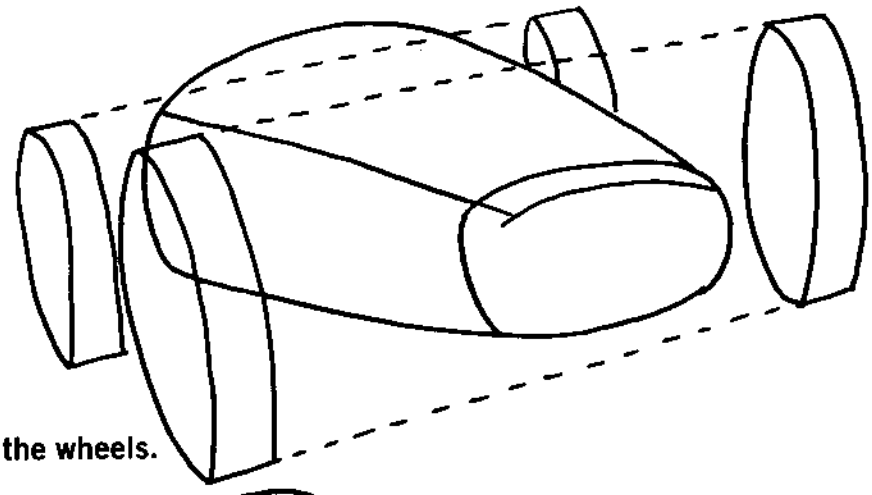


LUXURY LINER

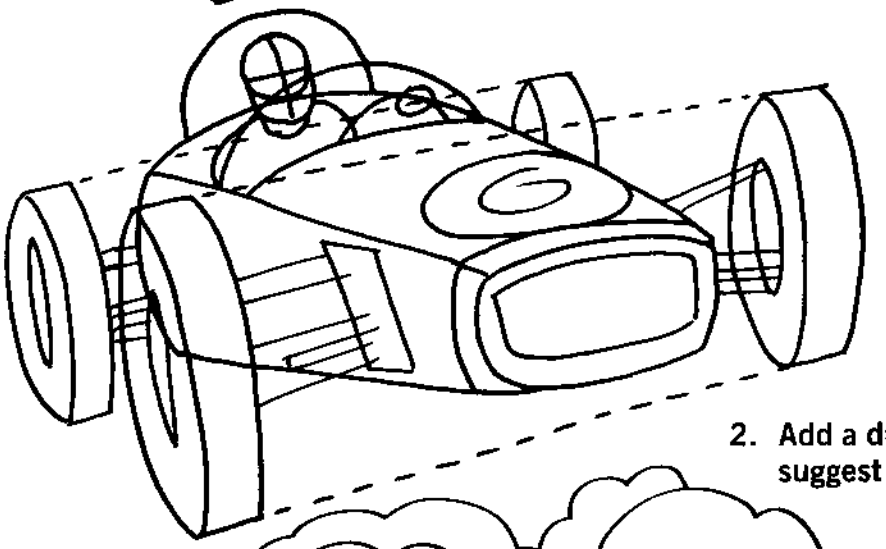




RACING CAR

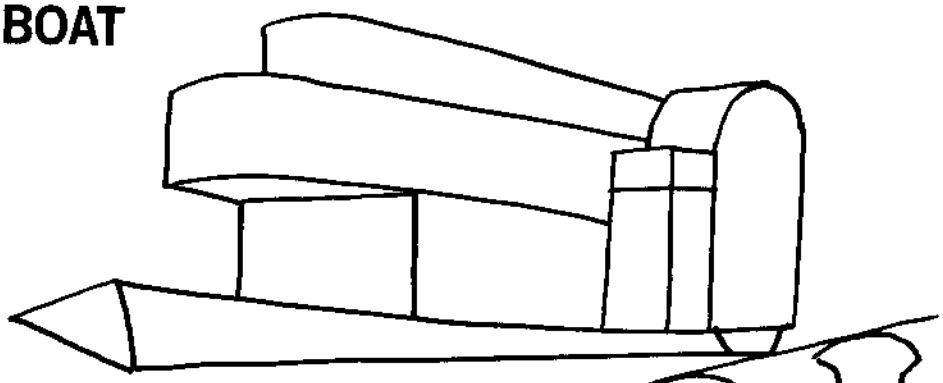


1. Line up the wheels.

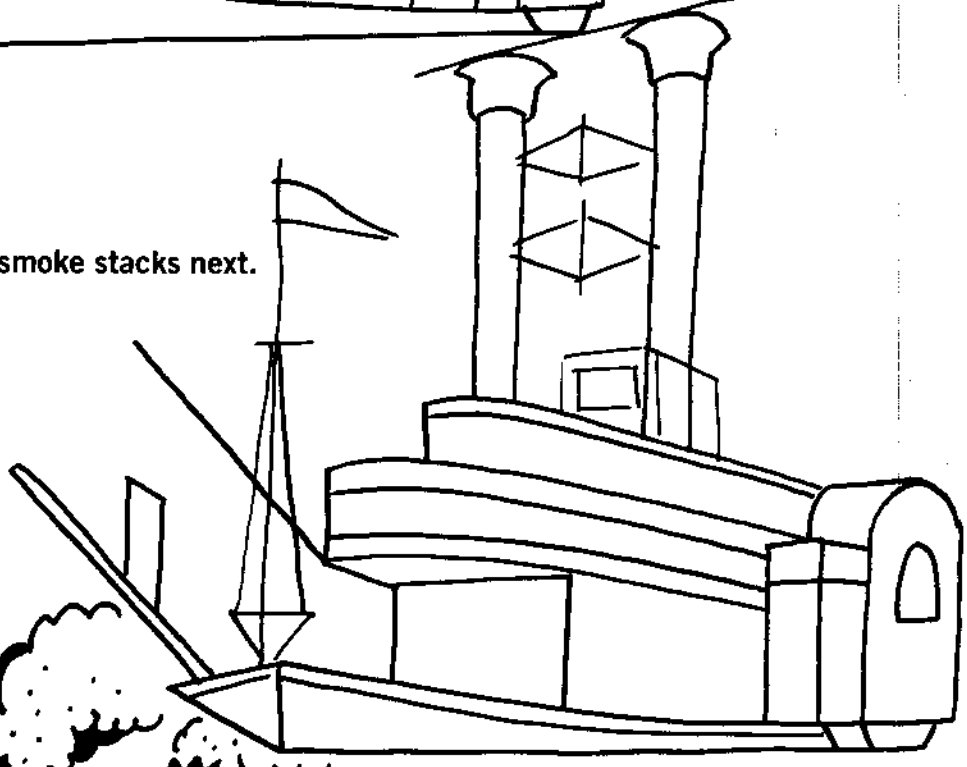


2. Add a dust cloud to suggest movement.

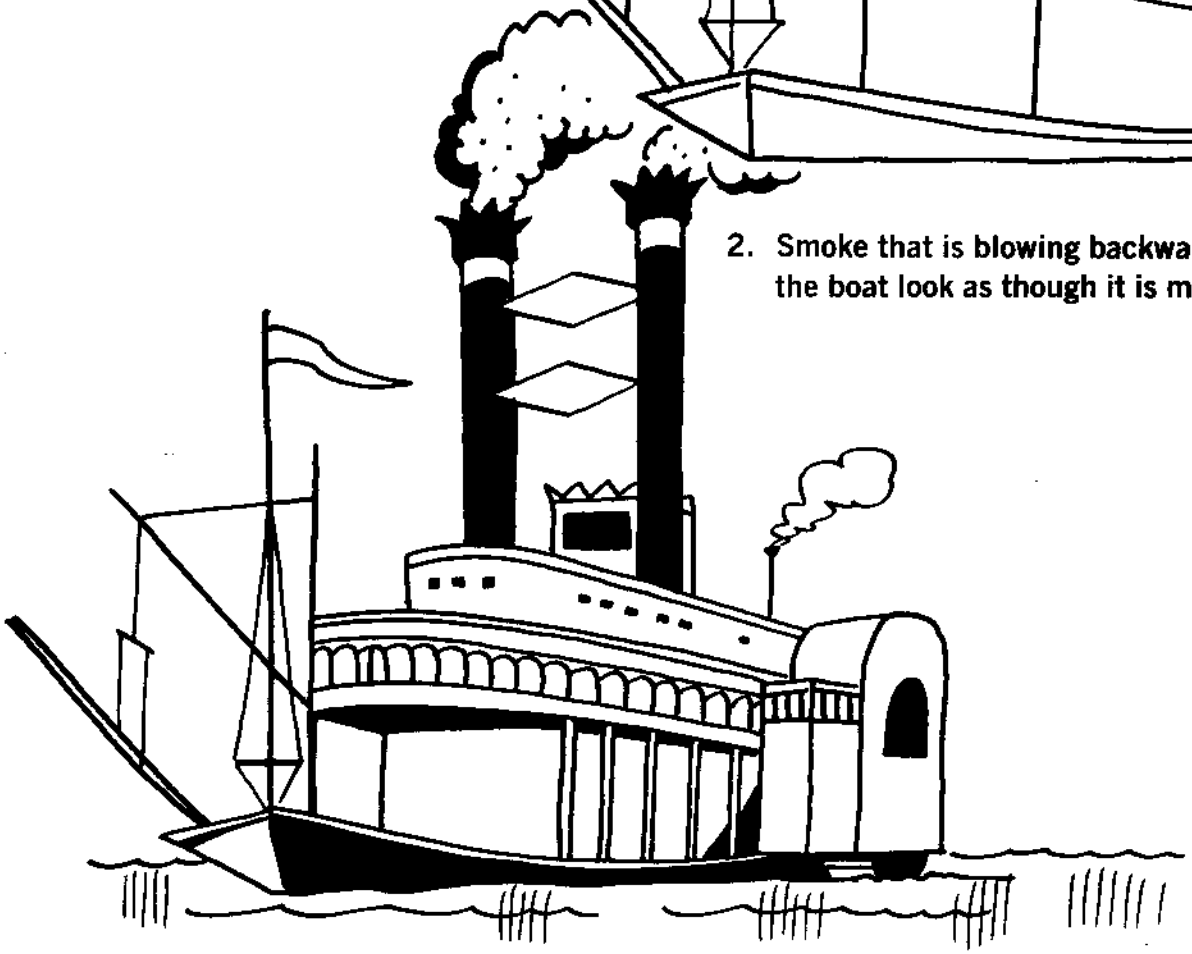
STEAMBOAT



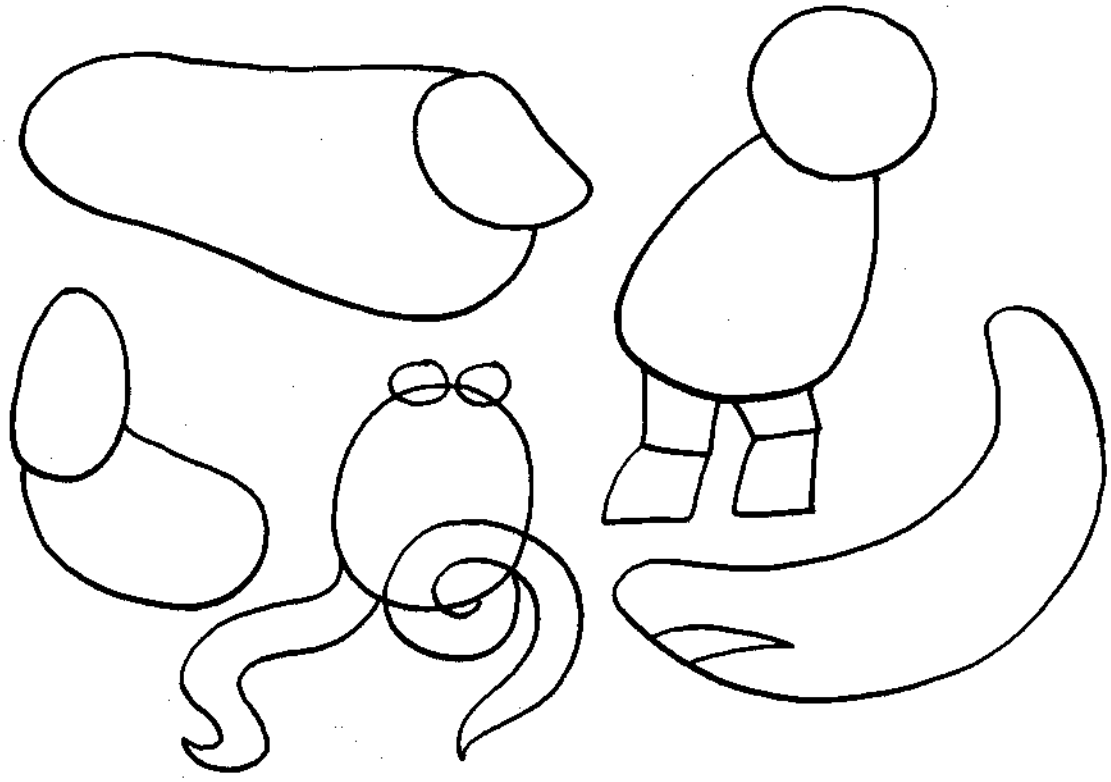
1. Add the smoke stacks next.



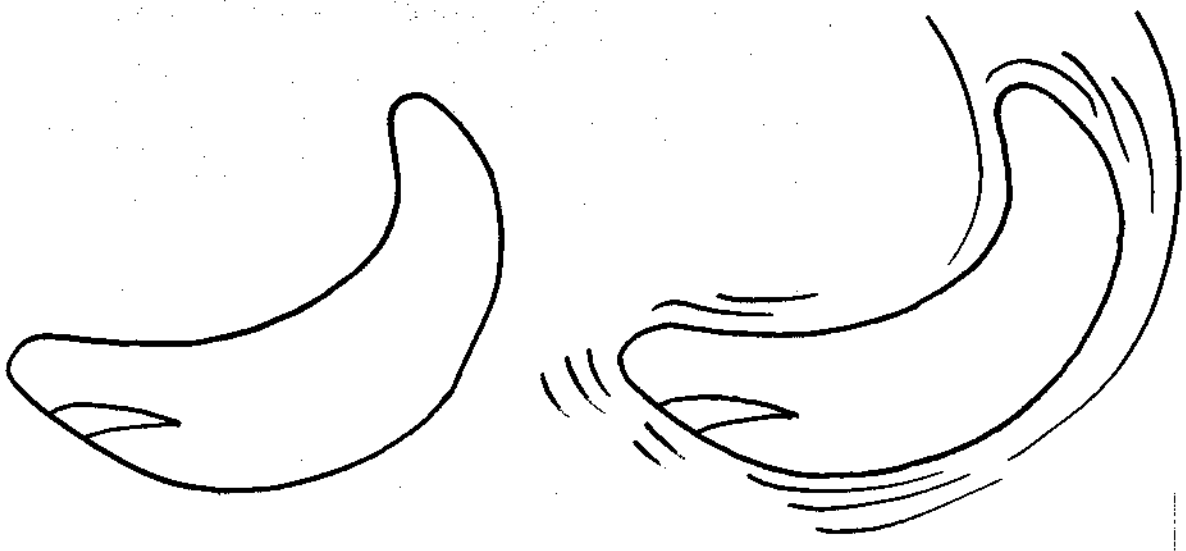
2. Smoke that is blowing backward will make the boat look as though it is moving forward.



TIPS FOR DRAWING ANIMALS AND FISH

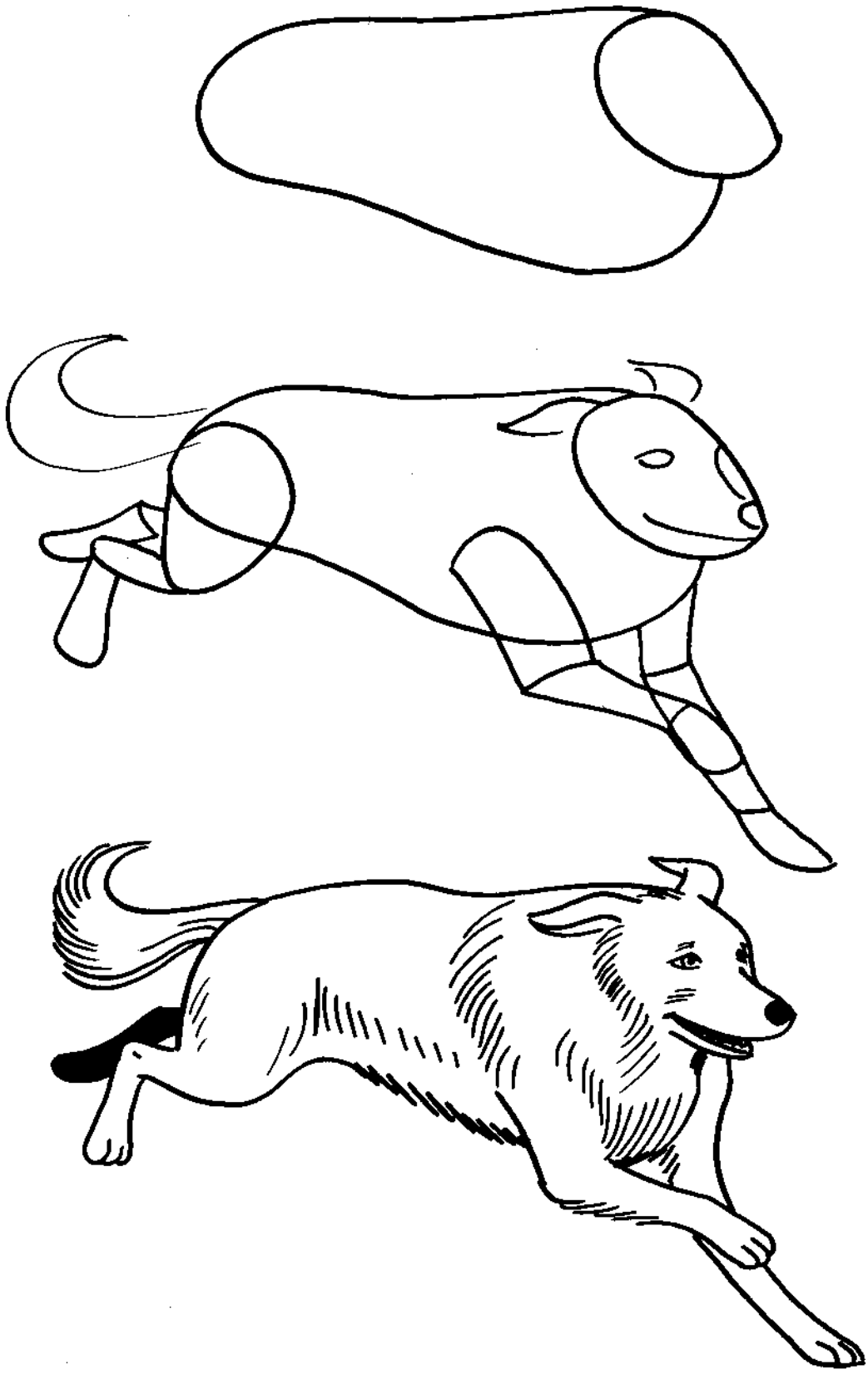


1. Animals and fish are made up of many different shapes. Practice drawing the above combinations.

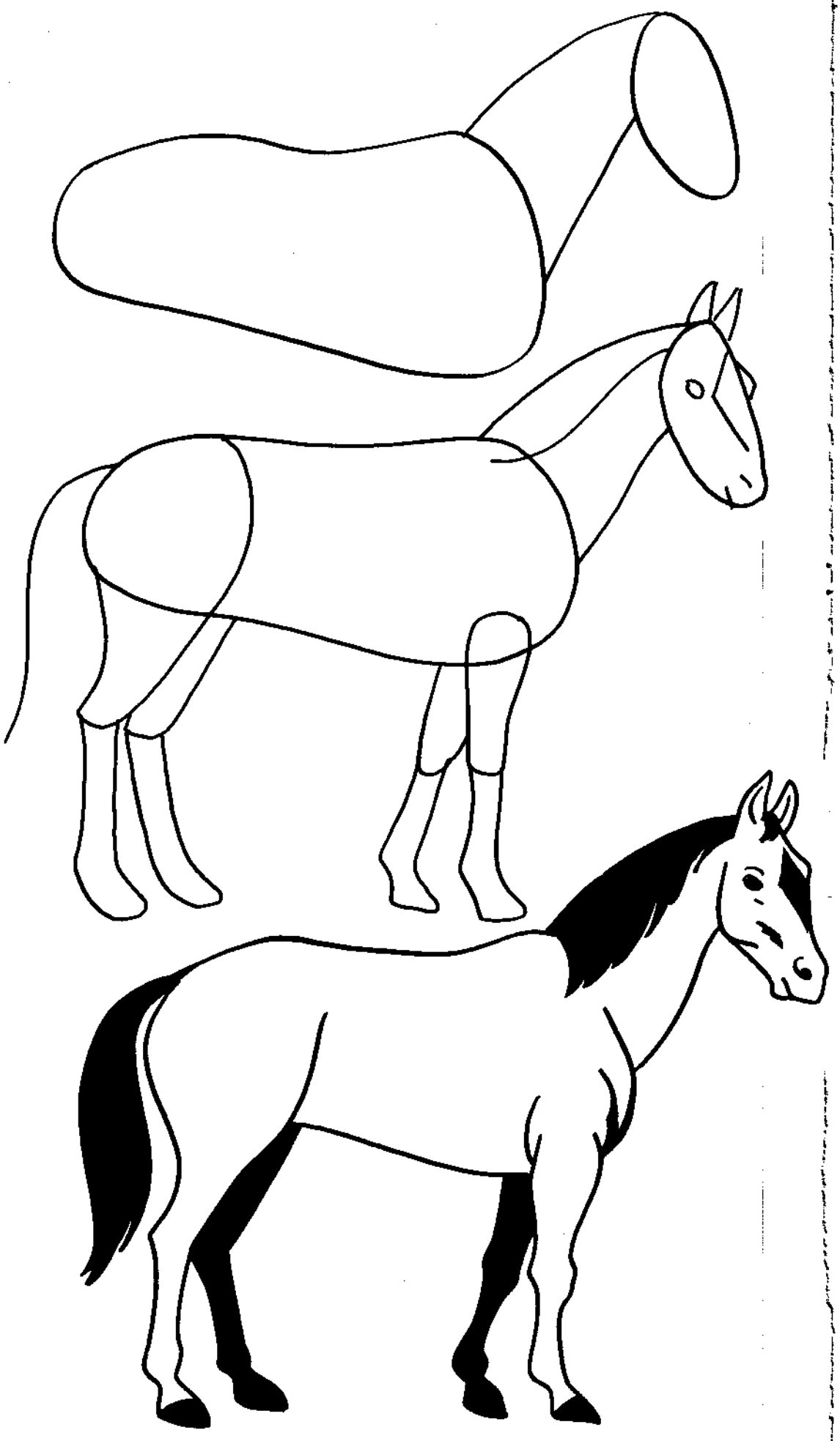


2. You can make the figures look as if they are moving by adding action lines. Short lines indicate quick, brief movement. Long, flowing lines indicate fast, continuing movement.

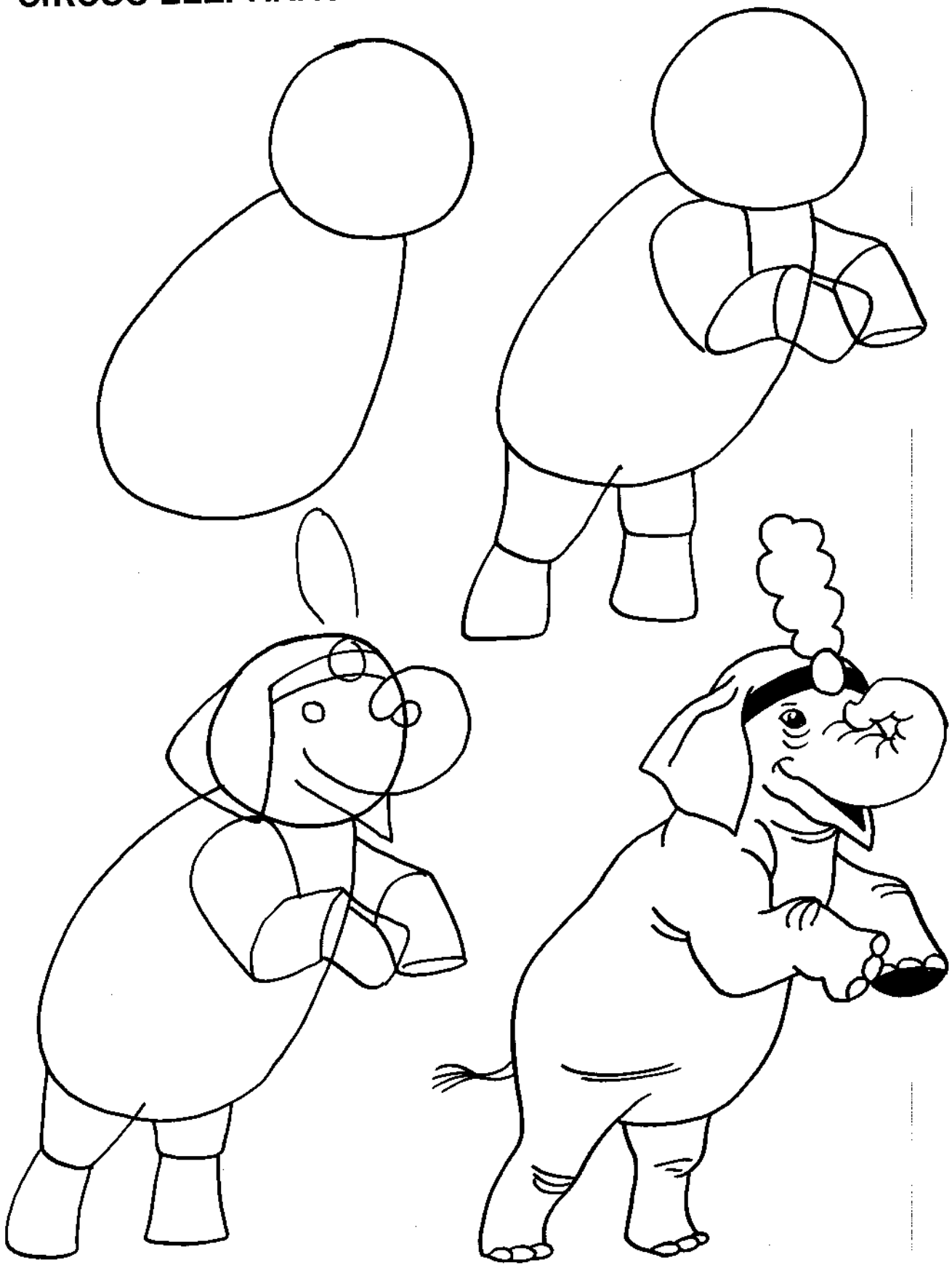
DOG



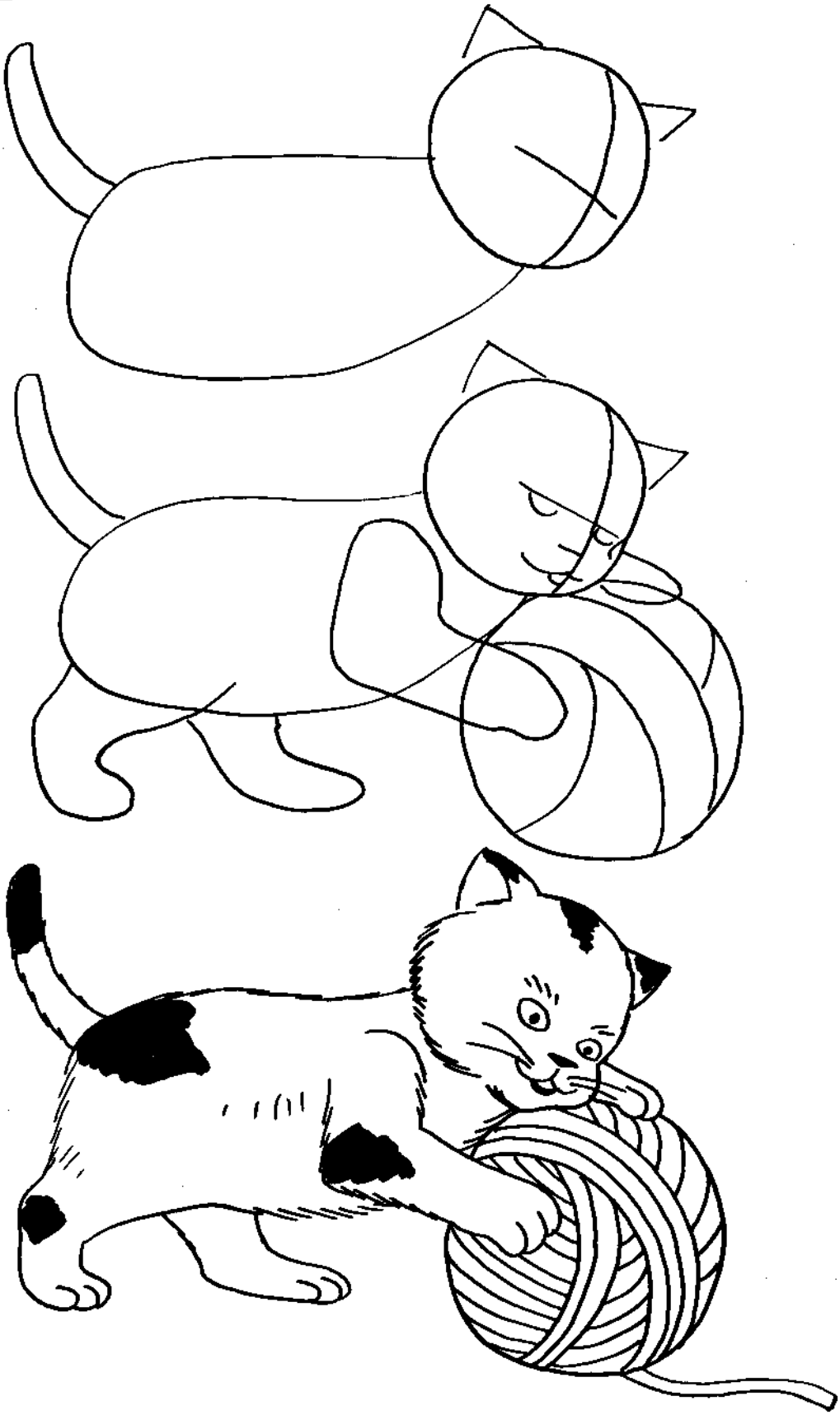
HORSE



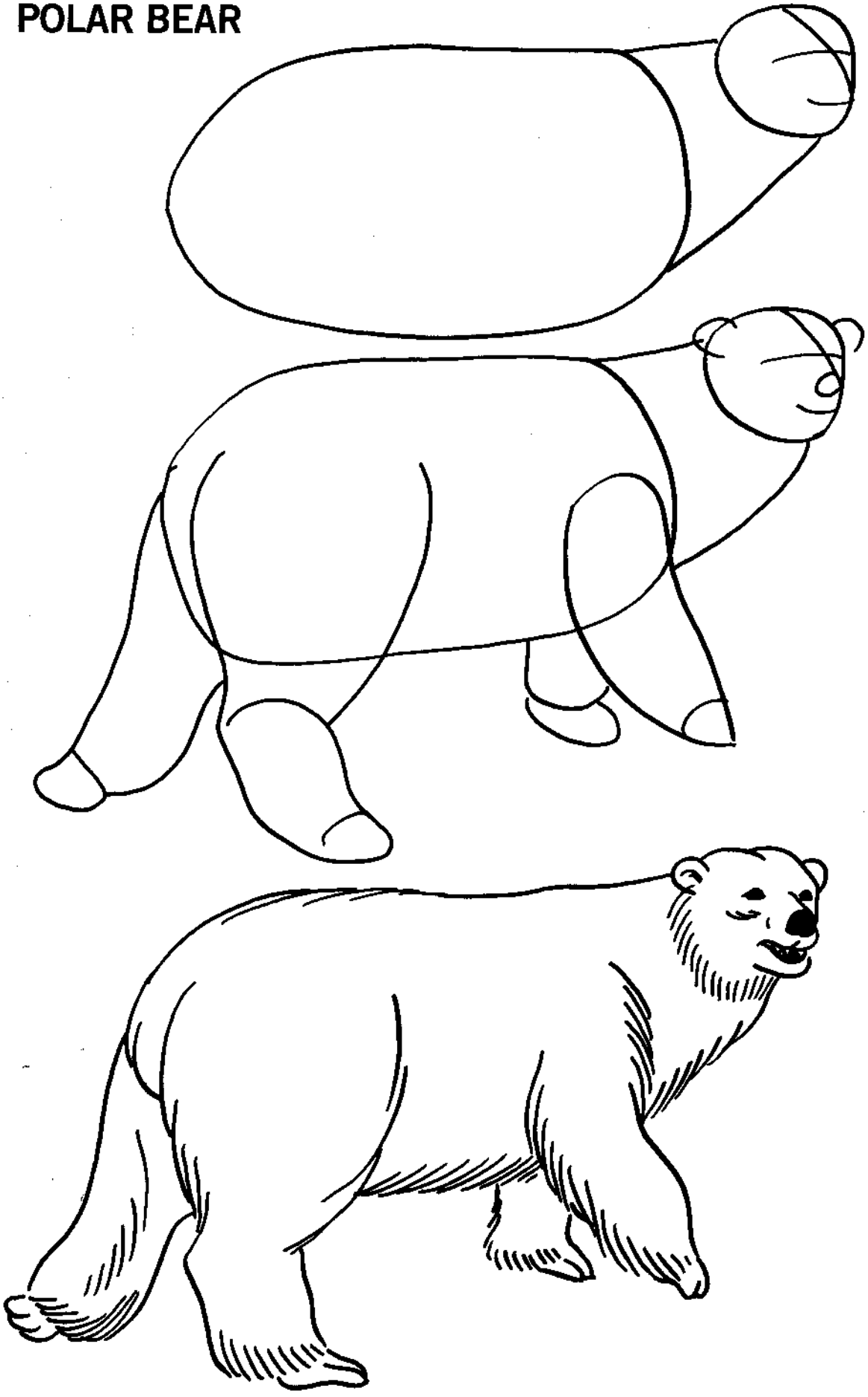
CIRCUS ELEPHANT



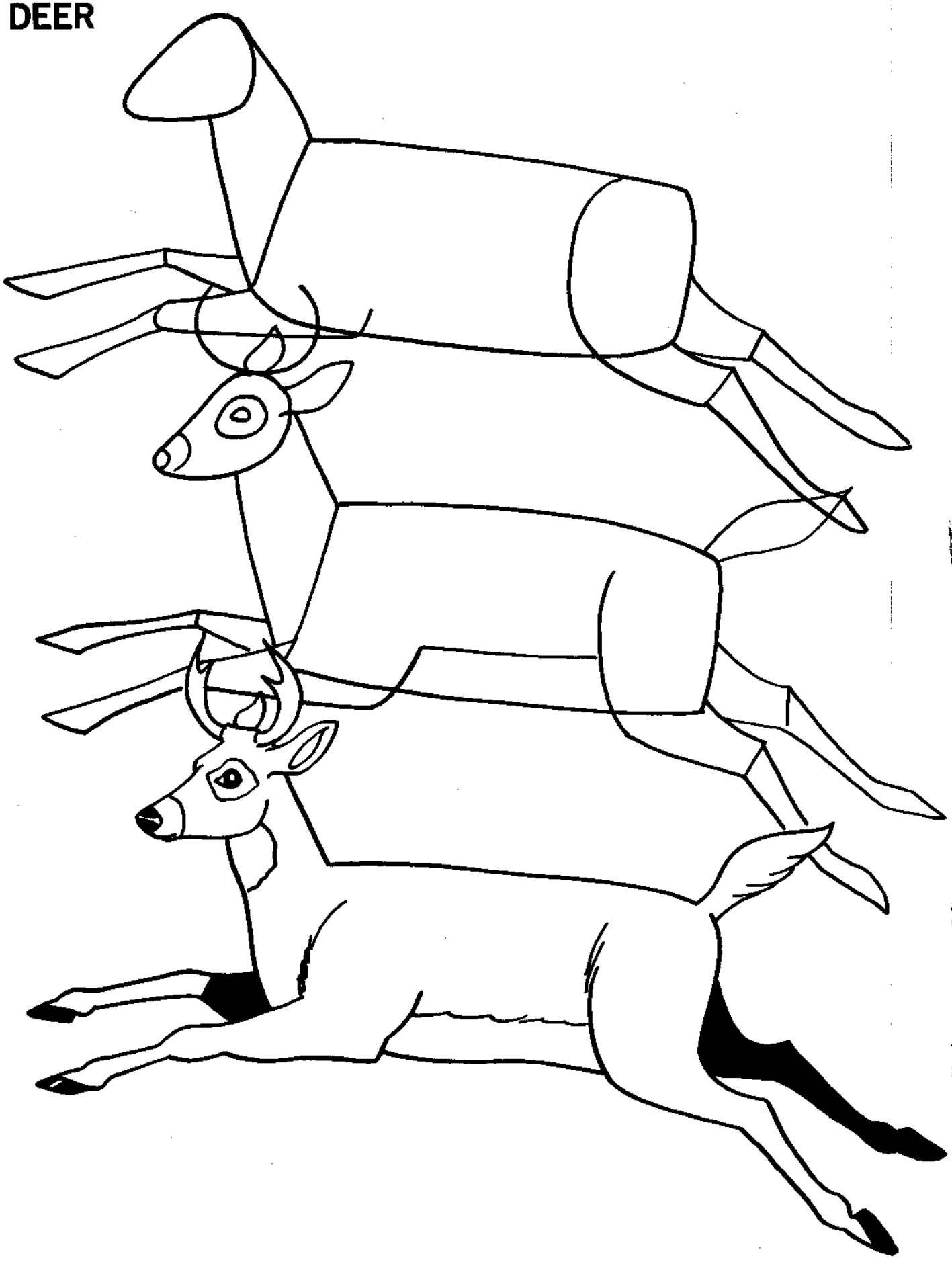
KITTEN



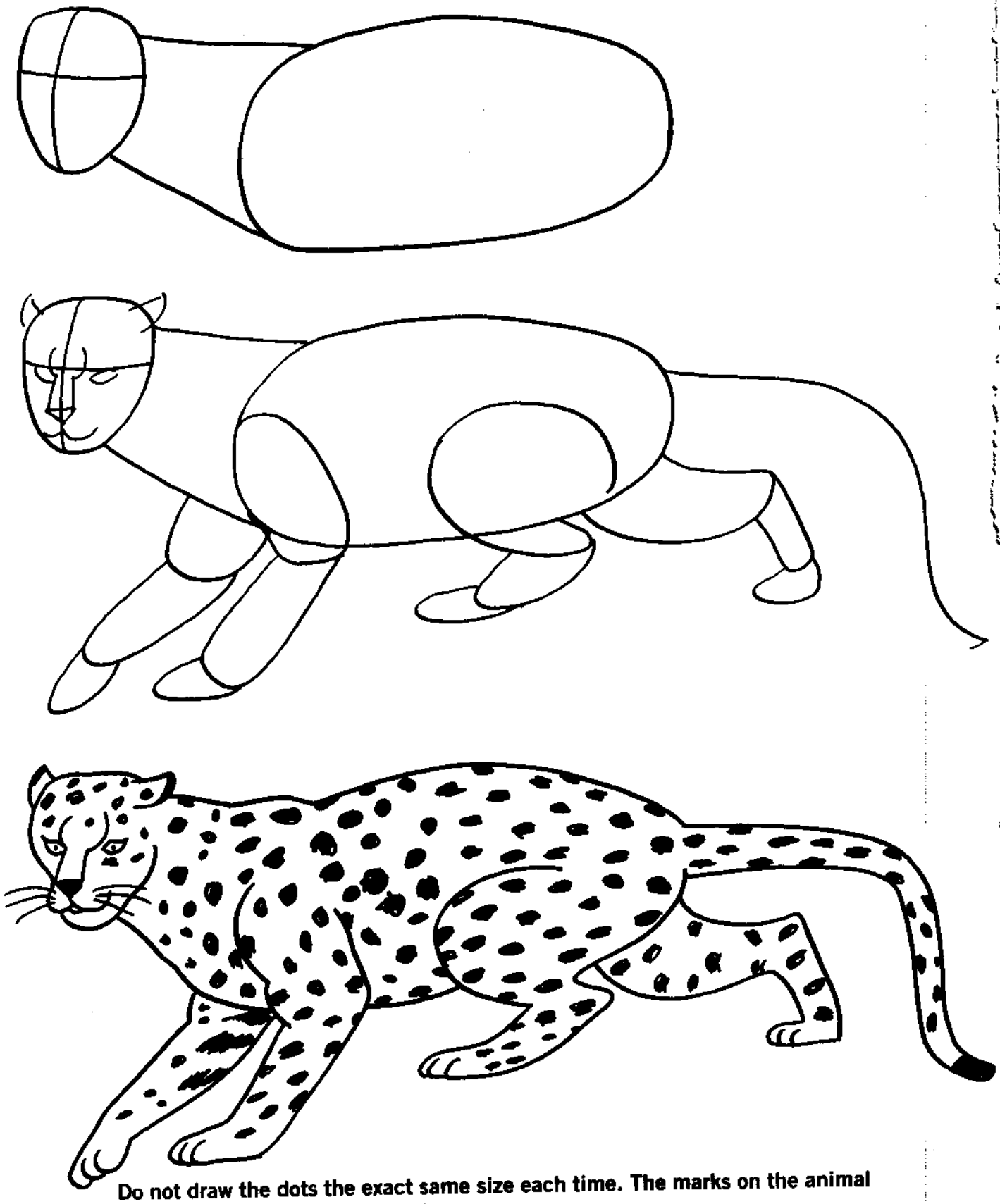
POLAR BEAR



DEER

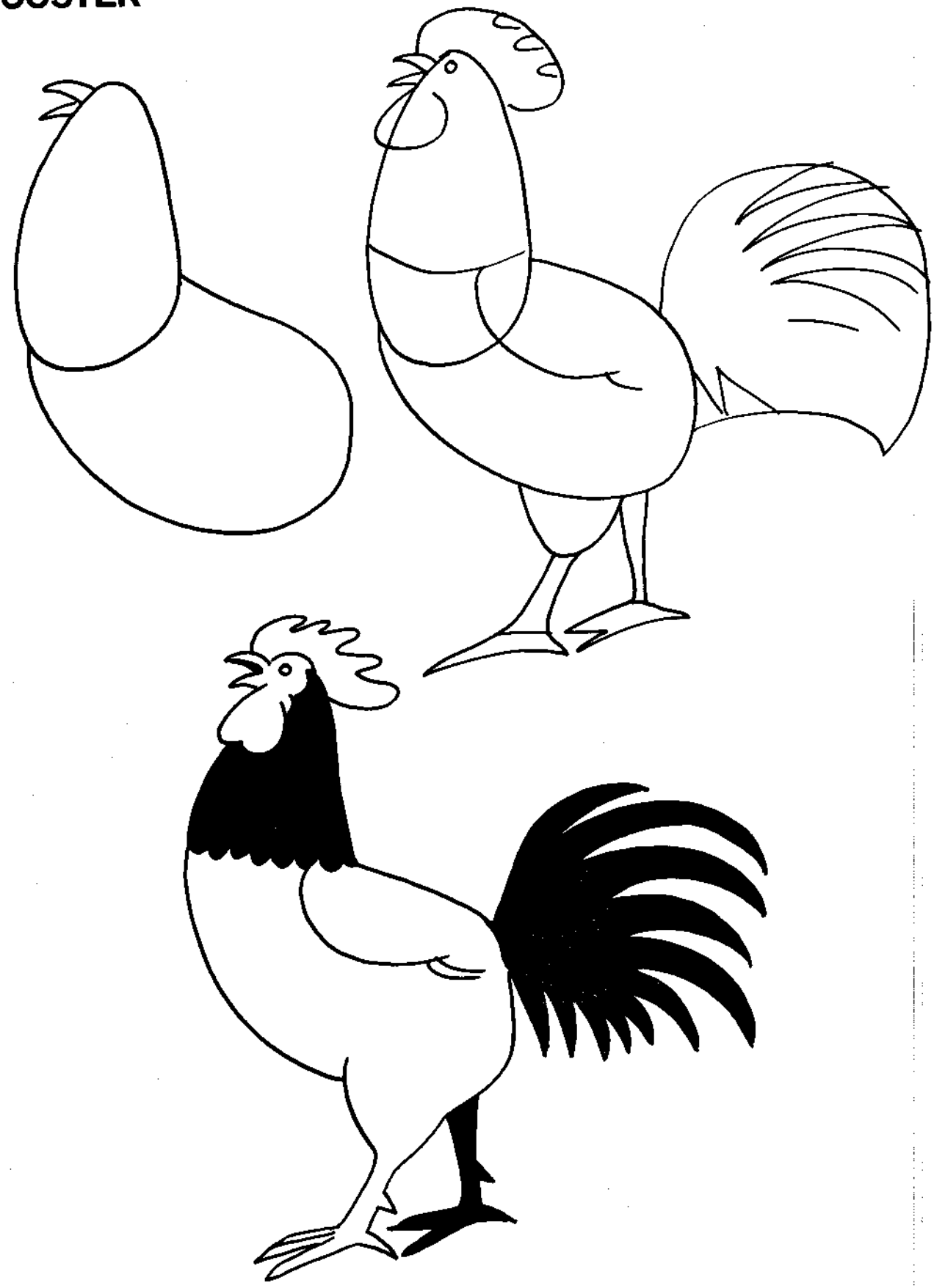


LEOPARD

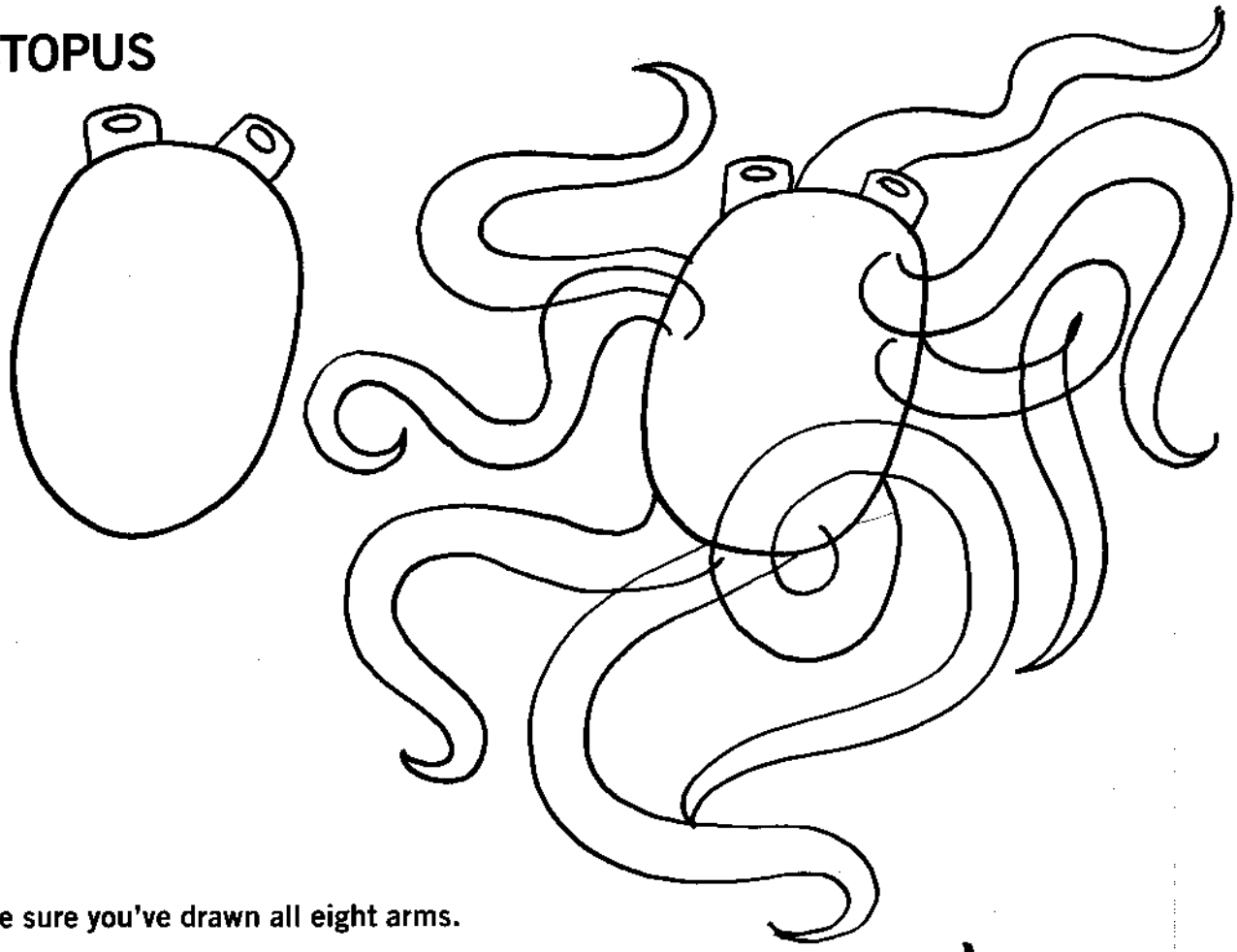


Do not draw the dots the exact same size each time. The marks on the animal always vary a little in size and shape.

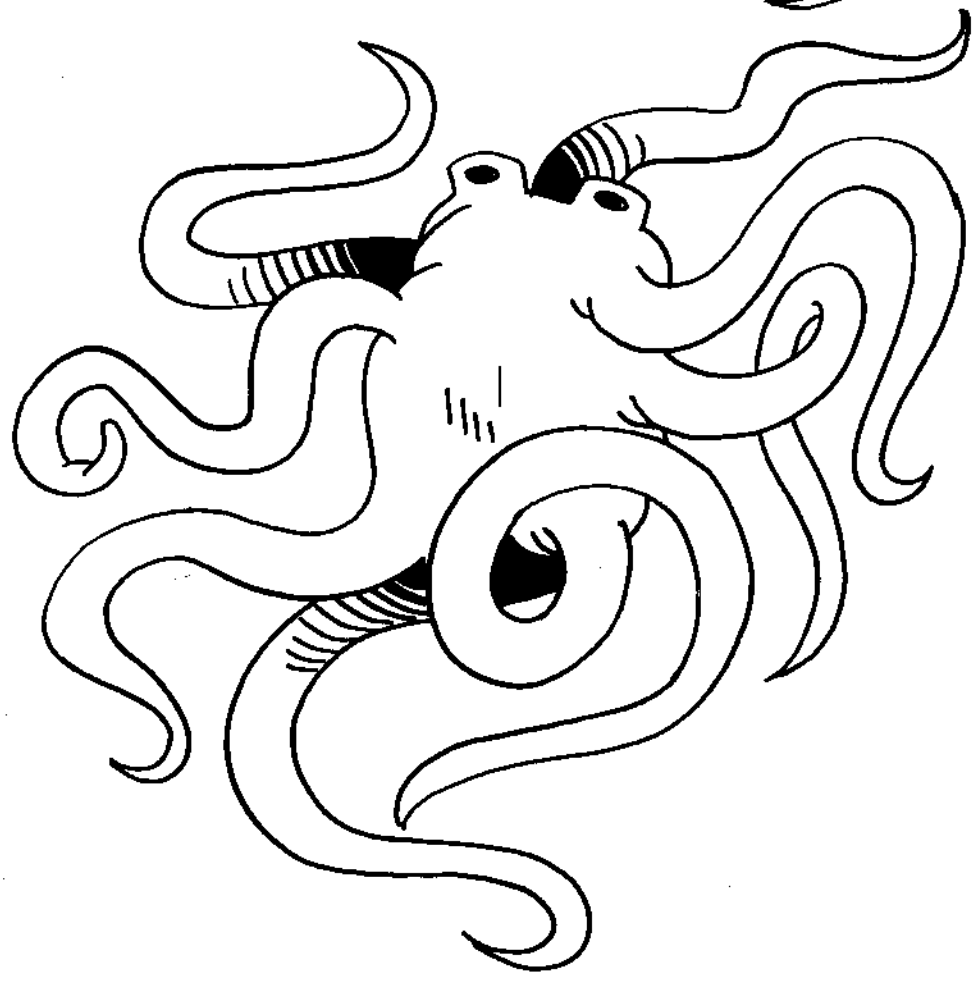
ROOSTER



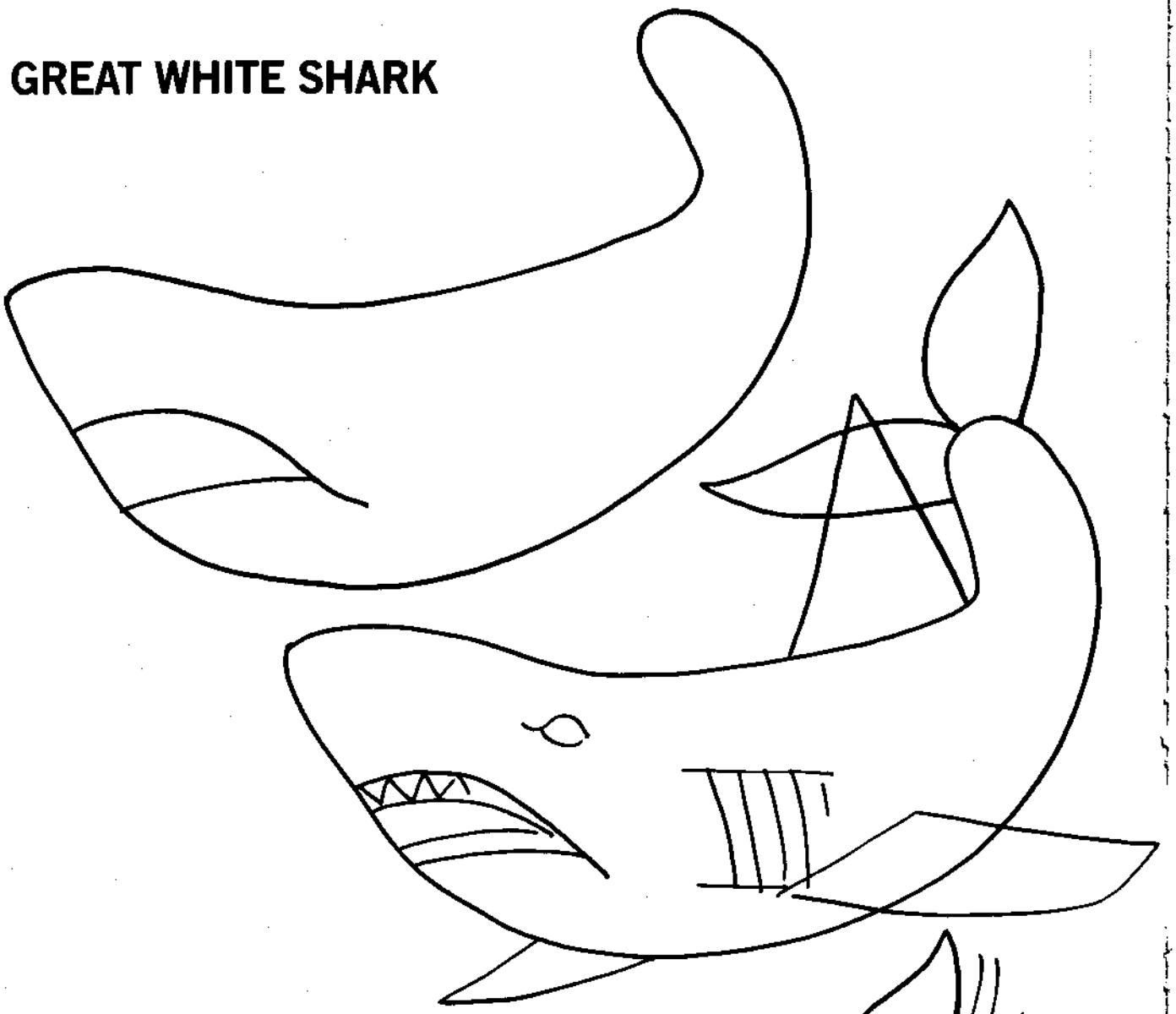
OCTOPUS



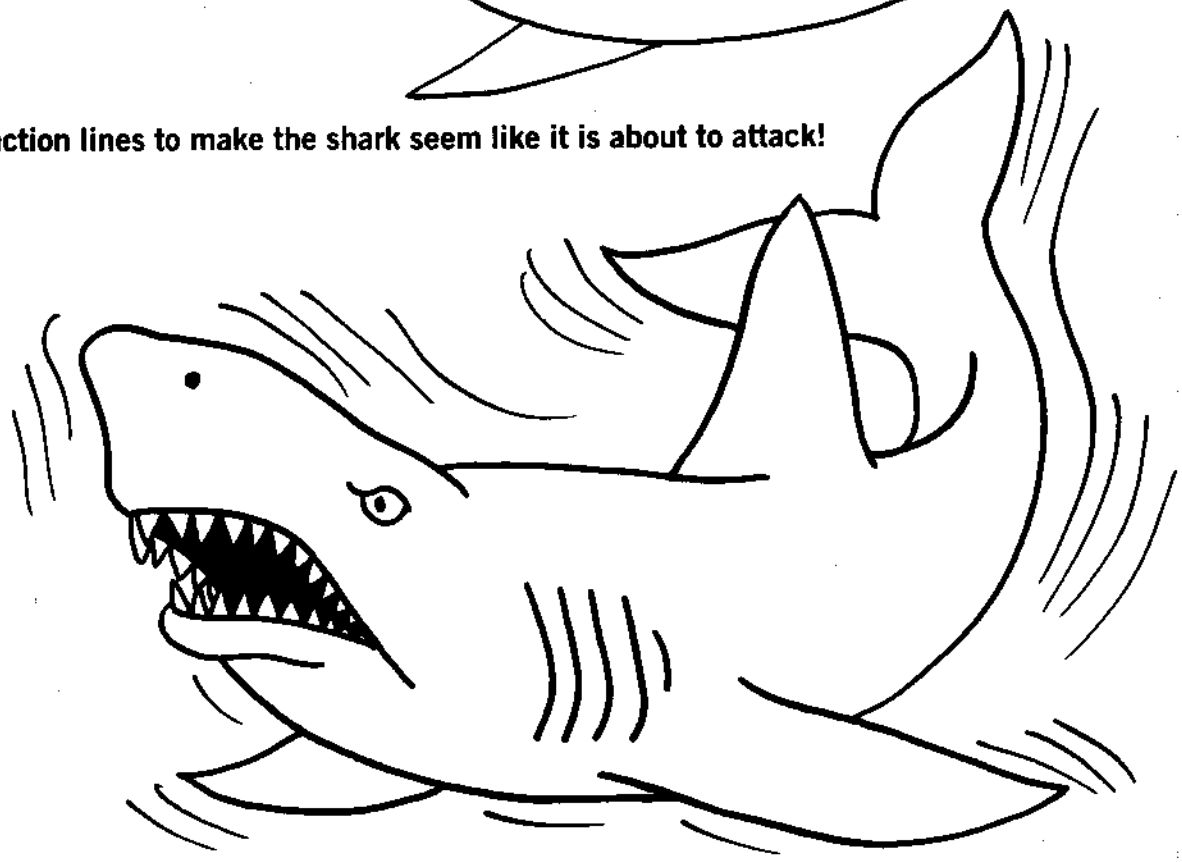
Make sure you've drawn all eight arms.



GREAT WHITE SHARK



Draw action lines to make the shark seem like it is about to attack!

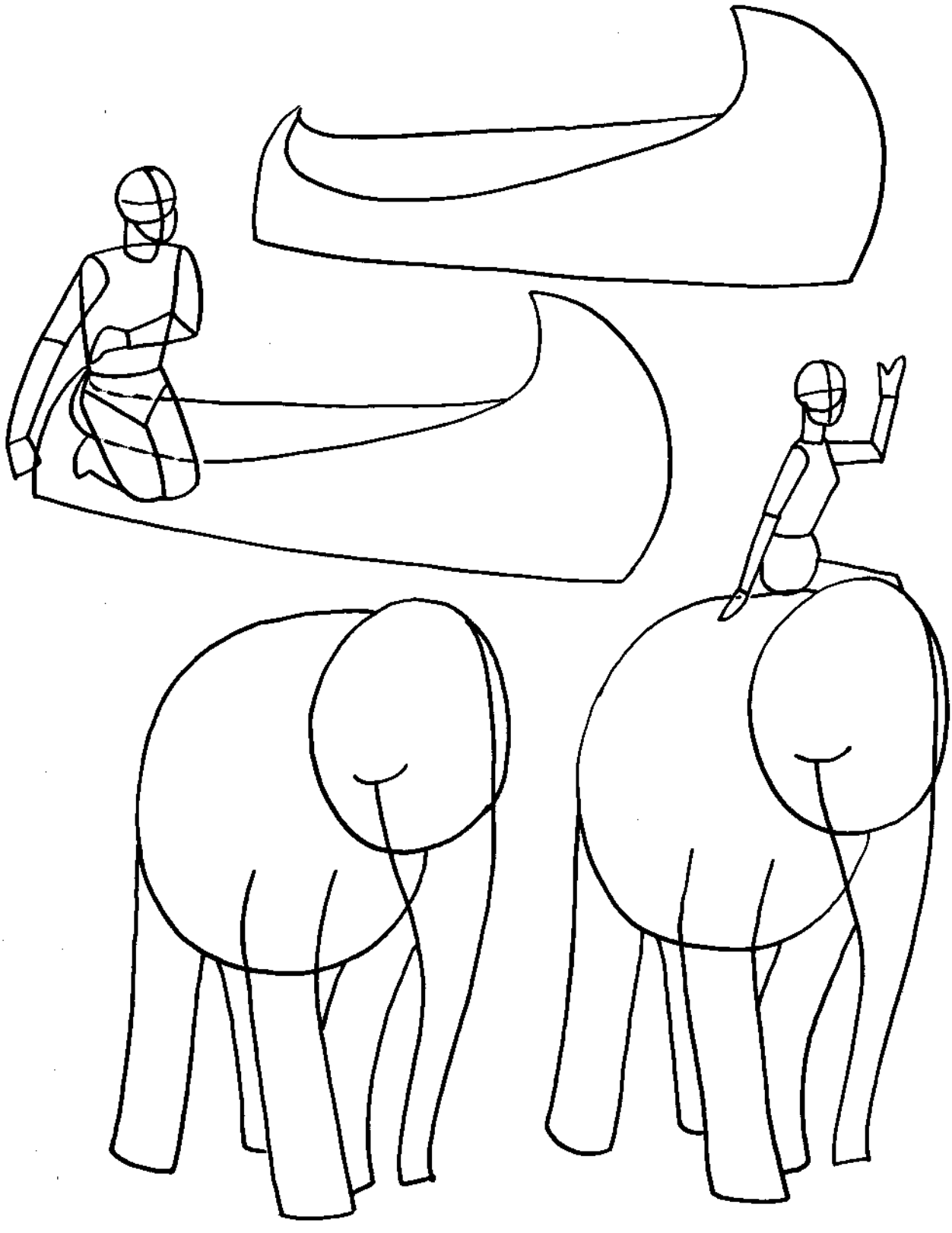


THRESHER SHARK

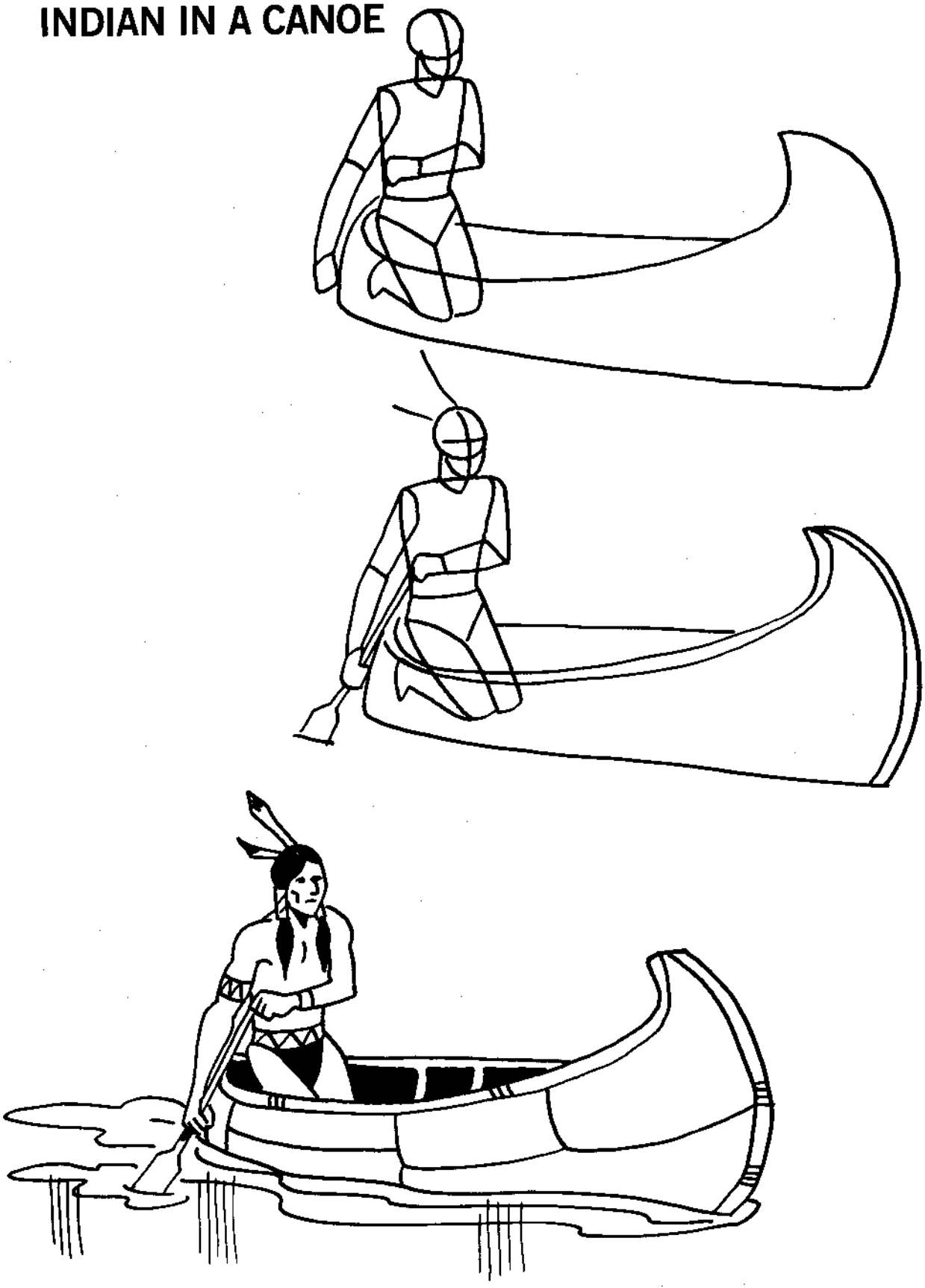
Draw action lines to create movement.

TIPS FOR PEOPLE PLUS

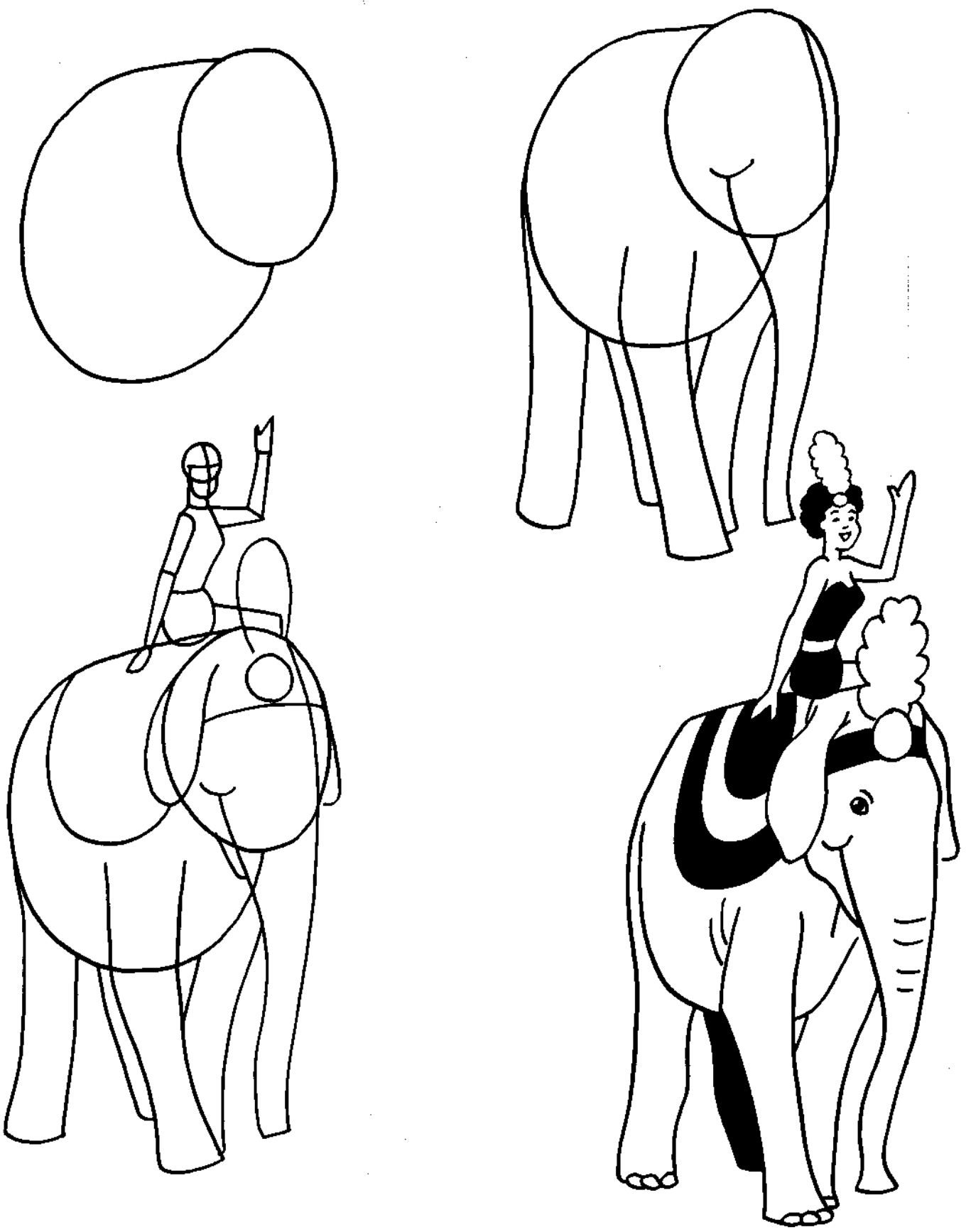
Whether you want to draw an Indian in a canoe or a girl sitting on an elephant, always draw the larger object first. Then draw the smaller figure.



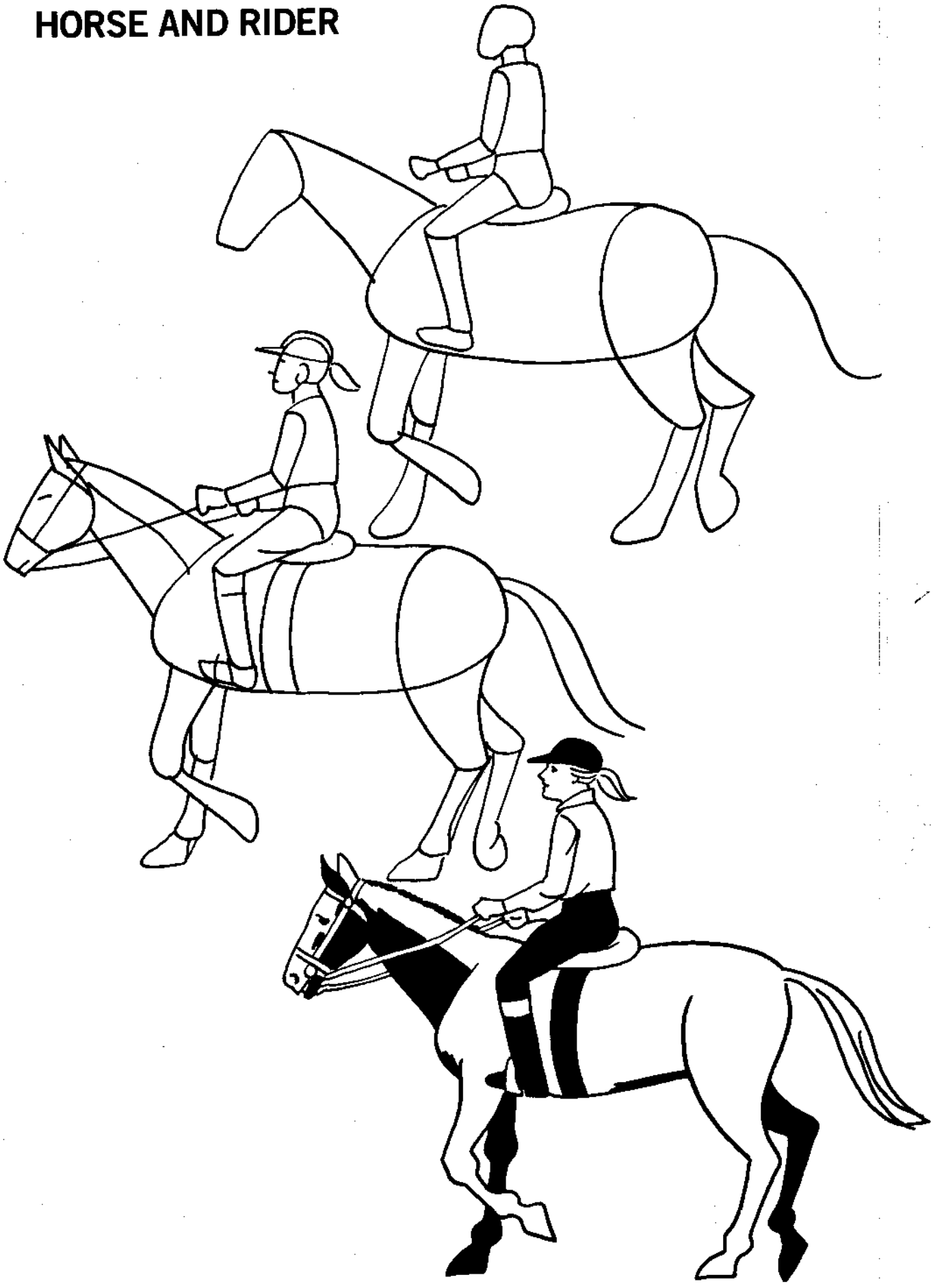
INDIAN IN A CANOE



CIRCUS STARS

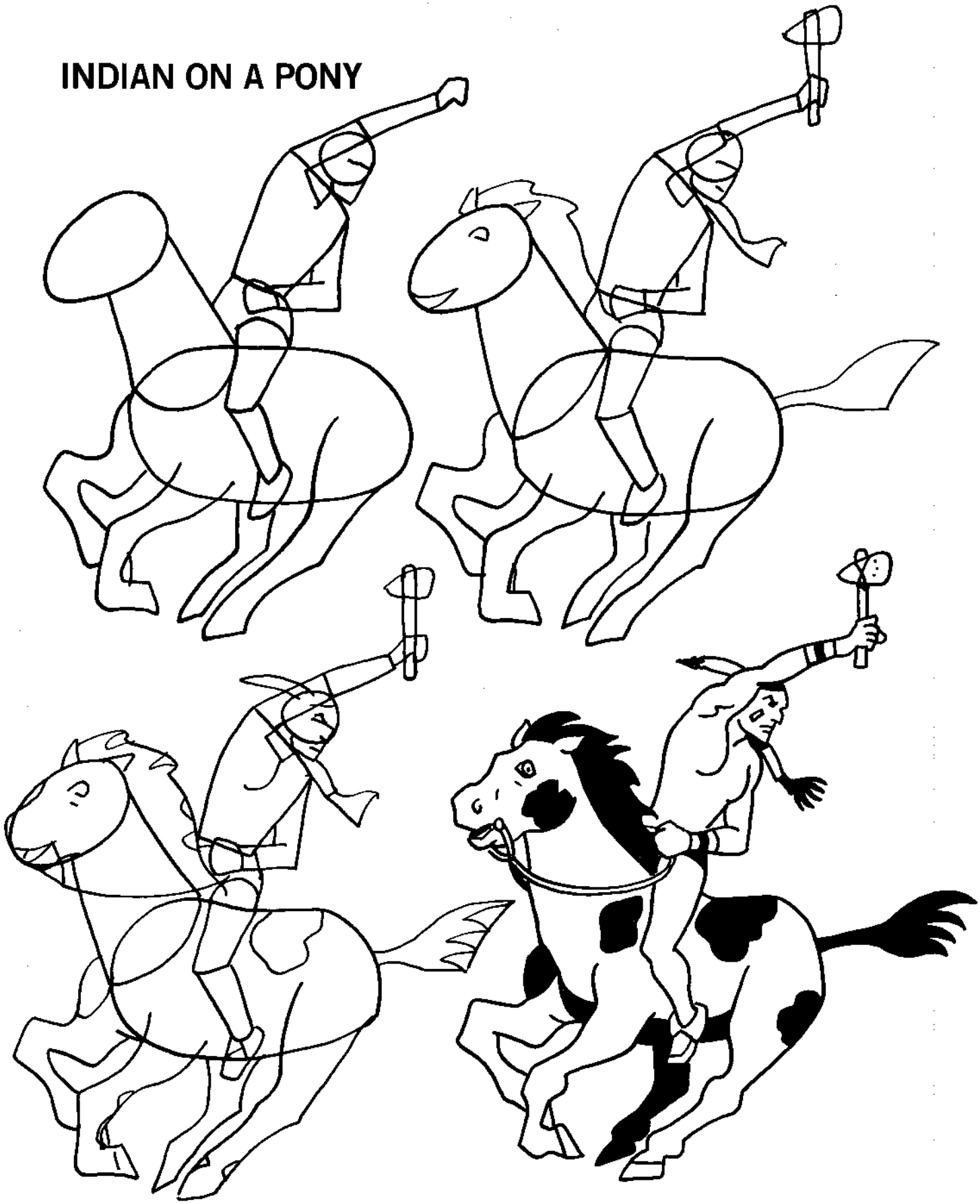


HORSE AND RIDER



BUCKING BRONCO AND RIDER

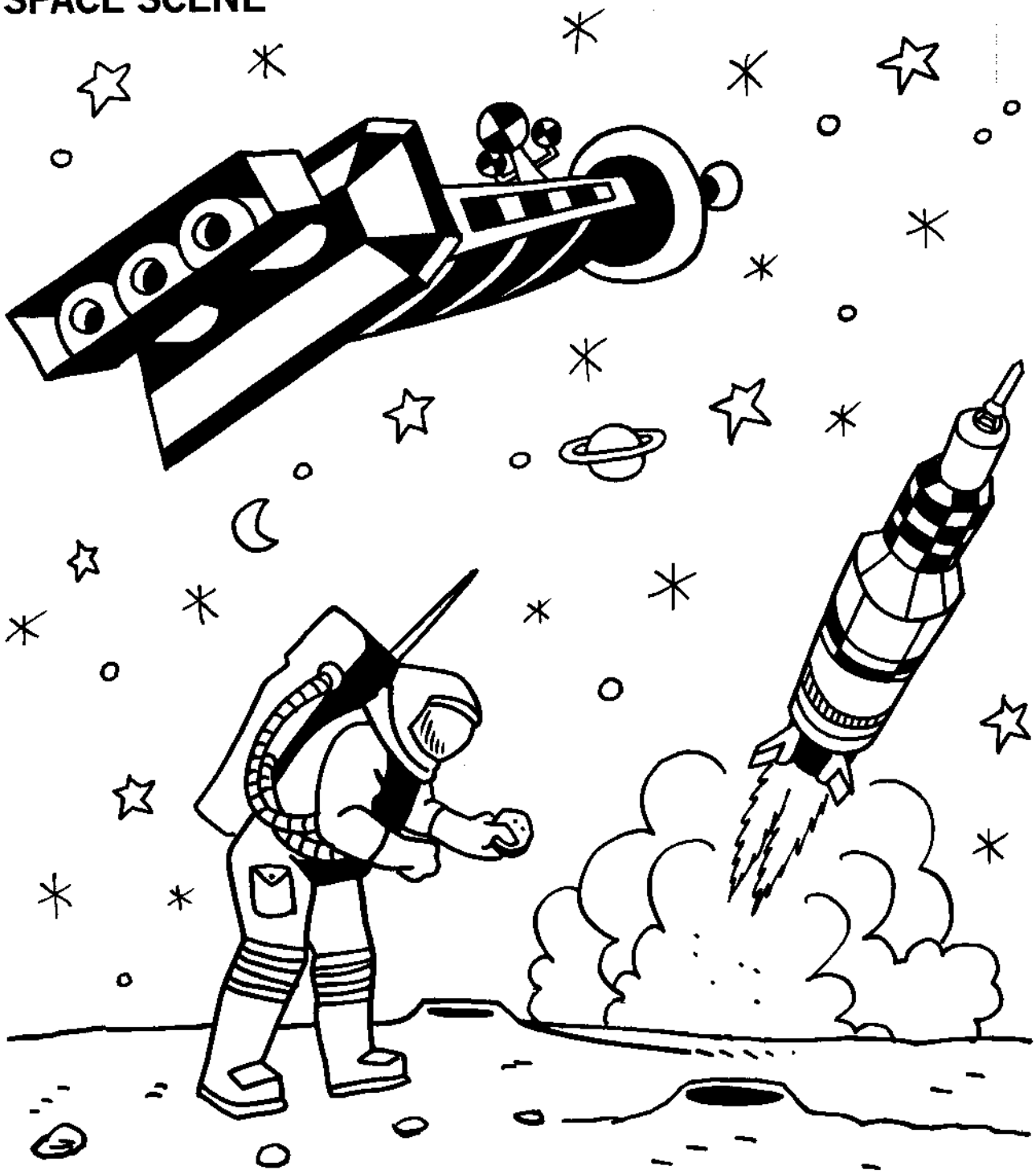
INDIAN ON A PONY

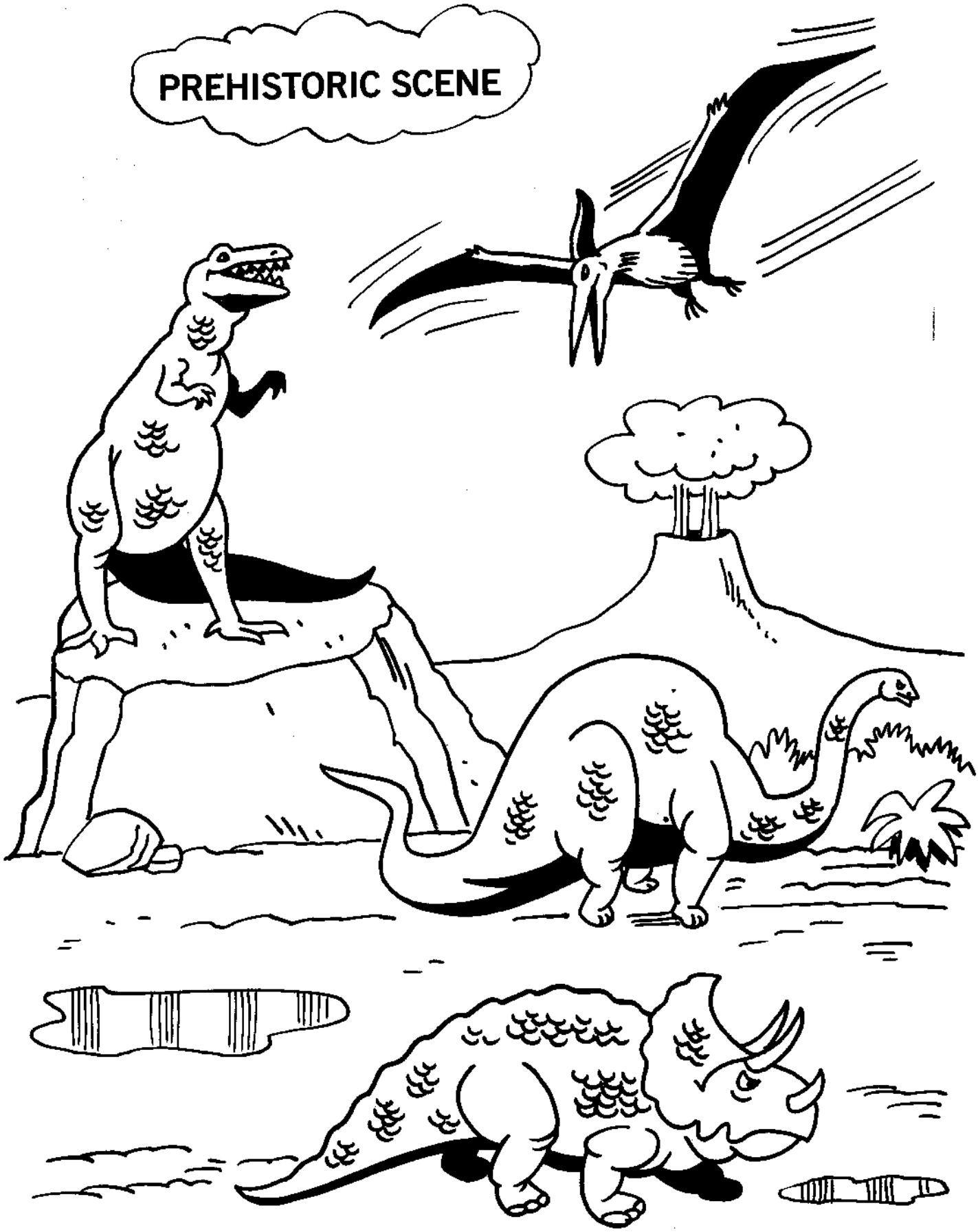


PUTTING IT TOGETHER

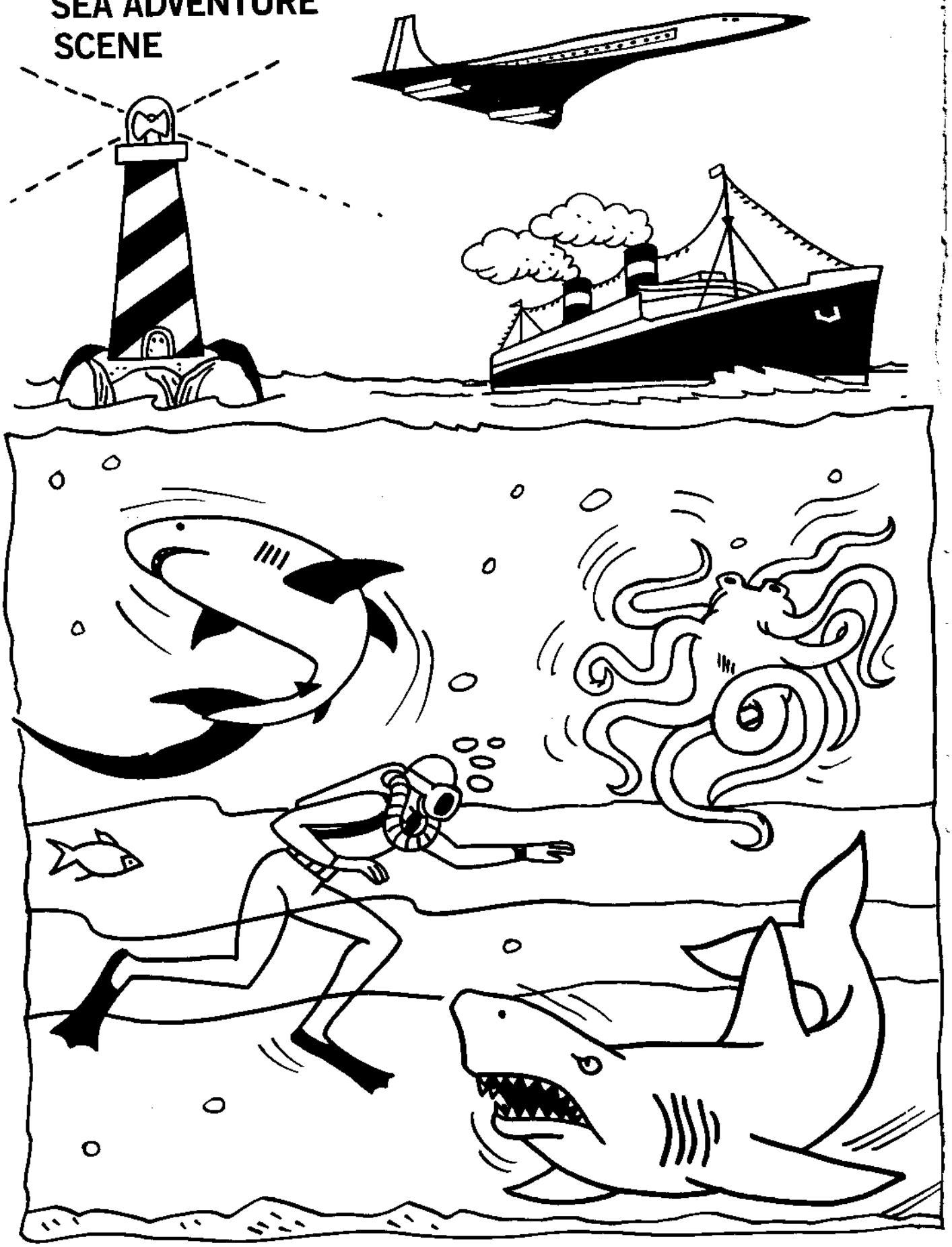
Now that you have finished this book, try combining various figures, animals, and objects together to make exciting pictures.

SPACE SCENE




PREHISTORIC SCENE

SEA ADVENTURE SCENE



WINTER SCENE